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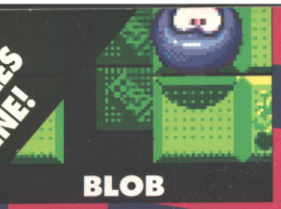
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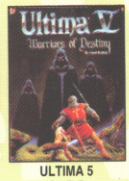

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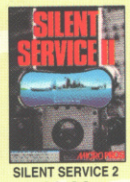

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AMIGA POWER
ISSUE 29 SEPTEMBER 1993

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10 DAVE GREEN'S AMAZING-BUT-TRUE STORIES
We were the first people to bring you news of the Amiga CD console, and now we're the first to give you the full official story and comparative benchtests. We're fab.

14 RIPLEY'S BELIEVE IT OR NOT (AKA THE GALLUP CHARTS)
There are three new games in the top three this month. But which one's the top dog? We think you'll be surprised.

16 SOME GAMES THAT AREN'T QUITE FINISHED JUST YET
Including the world's FIRST and most EXCLUSIVE full previews of *Micro Machines*, *Star Trek* and *Theatre Of Death*, and another SIX pages of GREAT work-in-progress stuff on TOP of that. If it matters, you'll read it HERE first. Well, on page 16.

45 YOUR CHANCE TO WIN, ER, A KARAOKE MACHINE
Sing, sing your life, any fool can think of words that rhyme. (And then sing them.)

46 YOU REALLY OUGHT TO READ THIS PAGE, Y'KNOW
Because it can save you money, AND get you free stuff as well! Subscribe to AMIGA POWER – you know you want to really.

68 APPALLINGLY USELESS GAME PLAYERS' CORNER
Why do you do it? Why do you spend all that money then get someone else to tell you how to play the game? We don't get it, we really don't get it at all. Tch.

84 THE NAME OF A BOOK ABOUT SEXUAL FANTASIES
Yep, that's The Secret Garden. And you thought it was all about Victorian families having picnics and stuff. Ha. You sap.

97 SOCIAL INTERACTION AND RANDOM SURREALISM
Otherwise known as the letters pages. But that doesn't sound as glamorous.

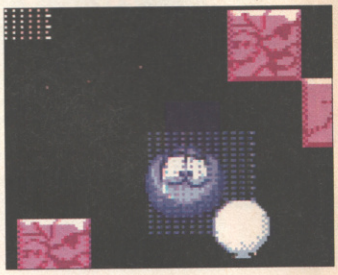
104 CALLING A COLUMN 'PD FILE' ISN'T BIG OR HARD
Think about it. It's not funny, really, is it?

107 THE BOTTOM LINE, FEATURING ELTON JOHN
Well, no, let's be honest, there's no Elton John anywhere in this entire feature. But it's still the original and best buyers' guide.

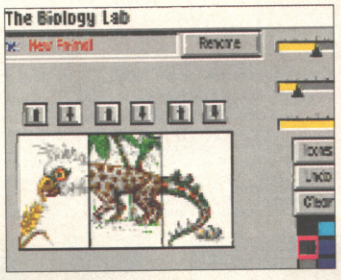
114 RIGHT PROFILE HOUR WITH UNCLE ROGER
Question and answer time, with the man they're all calling 'the grandfather of the leisure computing industry'. Well, we are.

GAMES OF THE M

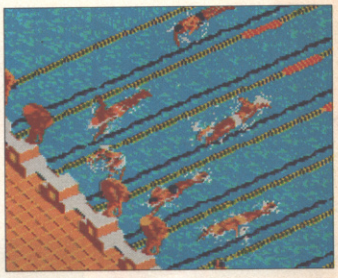
SOCCER KID
It's... *nnngggh*... Soccer! He's... *nnngggh*... a kid! It's... *nnngghh*...
Page 28



BLOB
Robert Maxwell, eh? What a fat – *(That's enough. – Ed)*
Page 32



SIM LIFE
Tired of people telling you to 'Get a life'? Then why not *Sim* one?
Page 38



SUPER SPORTS CHALLENGE
A sports sim without joystick waggling! Whatever next?
Page 40

GAMES MASTER
YOUR FAB FREE 16-PAGE SAMPLE ISSUE STARTS ON P51

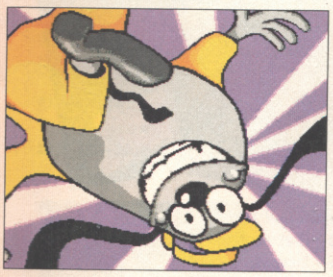
THE SECRET GARDEN P84

Well, okay, so technically the book was called 'MY Secret Garden', but let's face it, you didn't know that. And most of you are too young to buy it anyway. So it doesn't matter, alright? Er, buy, sell and swap stuff on pages 84 and 85.

STUART WOULD JUST LIKE TO SAY: 'I've got syphilitic hetero friends in every part of town.'
SALLY WOULD JUST LIKE TO SAY: 'Jellyfish can't ride pogo sticks.'
MARK WOULD JUST LIKE TO SAY: 'I caught my first tube today. Sir.'
LISA WOULD JUST LIKE TO SAY: 'No, I will, honest.'

OVER 300
CHERRY TREES IN AUSTRALIA!

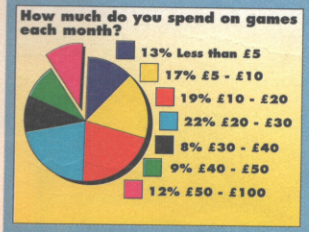
MONTH



ONE STEP BEYOND
Der der deeerrr, der-der-der-der-der-der-der DEEERR der...
Page 34

CASTLES 2
...Stirling Albion – *(Oh no you don't. Now get on with it. – Ed)*
Page 42

WHICH ONE'S YOU? READER SURVEY RESULTS ON P86



Loads of facts! Loads of fun!

GAMES REVIEWED THIS ISSUE

SEPTEMBER

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Blob ----------32
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NEXT MONTH

The October issue of AMIGA POWER goes on sale on the 9th of September. We'll be writing it in July and August. Is it just me, or is it all a bit silly? I mean, it's incredibly confusing for a start, and *(Snip! – Ed)*

WIN! A FAB KARAOKE MACHINE! P45

DAVE WOULD JUST LIKE TO SAY: 'Motorola inside – Intel? Outside!'

JACQUIE AND TIM WOULD JUST LIKE TO SAY: 'You're quite right, we're a disgrace. Sorry.'

Other mags might bring you levels of 59%-rated budget games on their coverdisks, but not us – it's top-notch stuff all the way when you're with AMIGA POWER. Why, just take a look at the fantastic selection of wild and wonderful things we've brutally crammed onto ours this month...

disk 29

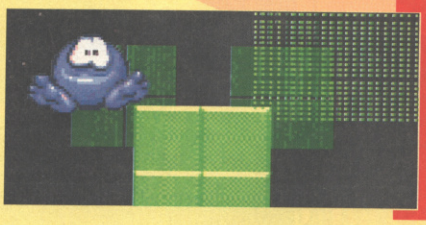
INTRODUCING DISK 29

F117A STEALTH FIGHTER

HYPER EXCITING SPECIAL OFFER! Not only are we bringing you a fab exclusive demo mission of MicroProse's newest flight sim this month, but also a free gift! Yes, when the full game of *F117A* is released at the beginning of September, just pop along to any Virgin store and buy it (natch), while presenting your copy of this coverdisk. You'll then get a FREE special limited edition *F117A* T-shirt in addition to the game! Top, eh?

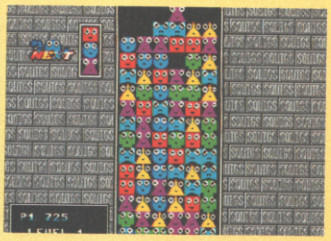
BLOB

Out-of-nowhere fantastic new arcade platform puzzle game from Core Design – a whole slew of levels for you to enjoy – complete excitement!



SQUIGS

PD puzzling – *Columns* clone – one or two players – top features – total excitement!



GOT A FAULTY DISK?

● Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, simply place it in an envelope, along with an SAE and an explanatory letter, and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 29, DisCopy Labs, PO Box 21, Daventry NN11 5BU. NOT here to AP. Not our department, guv.

disk 29

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO-ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

● *Blob* and *F117A Stealth Fighter* are one meg only. No, seriously. A one meg upgrade costs, what, 30 or 40 quid? Get yours today.

● To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.

● An options menu will appear. Simply follow the instructions to load the game of your choice.

● Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.

● You'll have to reset your machine in order to play one of the other demos. When you do so, simply follow the instructions above.

● Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or so before loading a new program will help prevent disks being infected by stray viruses.

● Have a good time.

OH NO! SOMETHING WENT WRONG!

● Are you sure?

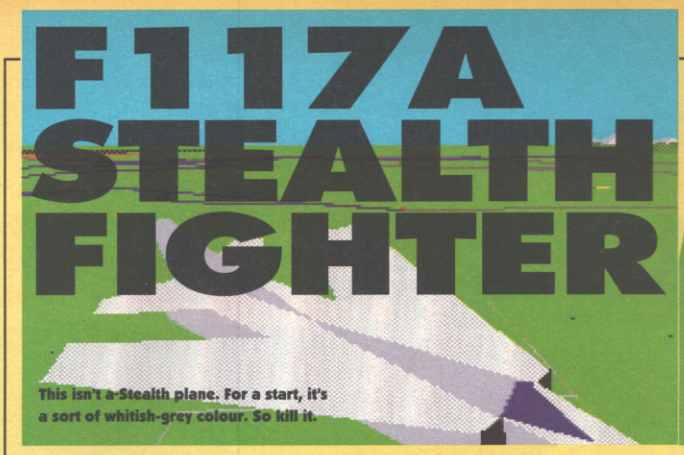
● Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like', such as external drives.

● If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

AMIGA POWER Disk 29 Returns
DisCopy Labs
PO Box 21
Daventry
NN11 5BU

● We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks. We've tried, we really have, but not very hard. So send it to DisCopy Labs. Please.

F117A STEALTH FIGHTER



This isn't a Stealth plane. For a start, it's a sort of whitish-grey colour. So kill it.

Product placement again. Last month's *F1 Challenge* course must be near here.

Authors: MicroProse

NECESSARILY SHORT BACKGROUND

It's a flight sim, you're in a Stealth fighter, you have to blow stuff up.

MORE SPECIFIC INSTRUCTIONS

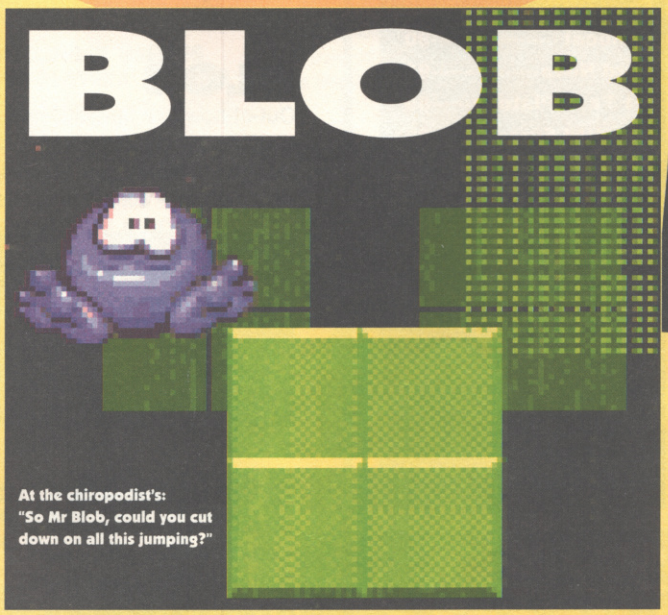
In this exclusive-to-AP demo of MicroProse's top new dose of airborne antics, you have to take off from Gutersloh airfield, destroy the bridge at Warsaw (your Primary Target), hopefully also take out the enemy headquarters at Katowice (Secondary Target), and then fly back and land at the Rhein-Main airfield, all against the clock. These instructions will self-destruct in about 45 years when the magazine biodegrades, probably.

LENGTHY LIST OF CONTROLS

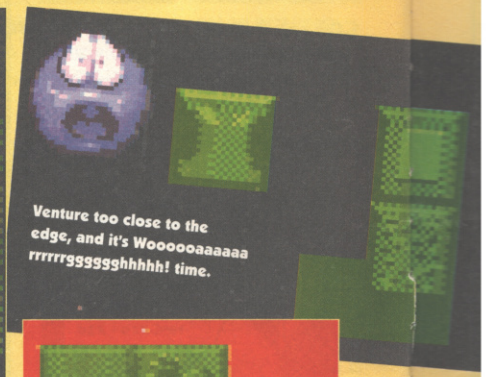
As well as the usual joystick controls for bank left, bank right, climb, dive and fire cannon, you're going to have to get your mitts around this fistful of keys:

1 – Flare
2 – Chaff
3 – IR Jammer
4 – ECM
5 – Decoy
6 – Landing gear up/down
7 – Autopilot on/off
8 – Bay doors open/close
9 – Flaps extend/retract
0 – Brakes on/off
+ – Increase throttle
– – Decrease throttle
Return – Fire weapon
Space – Change weapon bay
/ – Track camera ahead
. – Track camera rear
, – Track camera right
M – Track camera left
N – Designate new target
B – Select target
Z – Zoom tactical/outside views
X – Unzoom tactical/outside views
Alt P – Pause
Alt D – Adjust detail level
Alt T – Activate training mode
Alt R – Resupply (training mode only)

BLOB



At the chiropodist's: "So Mr Blob, could you cut down on all this jumping?"



Venture too close to the edge, and it's Wooooooaaaaaa rrrrrrgggggghhhhh! time.

You can also bang your head on that floating Aztec relic thing. Ouch.

Author: Jonnathan Hilliard

ENTHUSIASTIC BEGINNING, EMPTY THREAT

We thought this was so great that we moved Heaven and Earth to get you this for the coverdisk at the last minute, so you'd bloody well better like it or we're all giving up doing AMIGA POWER and going home for ever, alright?

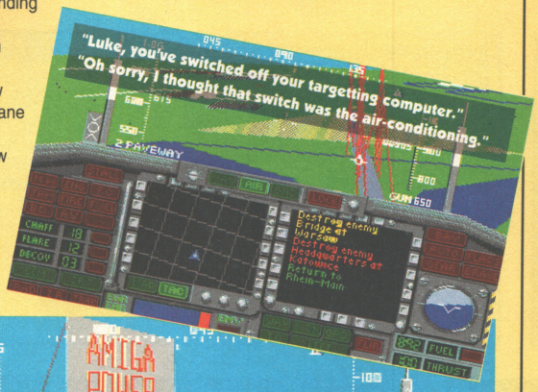
INSULTINGLY CURSORY PLOT

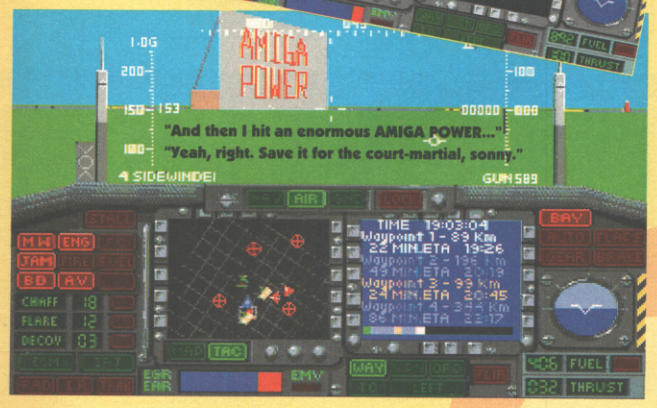
Blob is a blob. With motivation that we don't have room to discuss right now, he

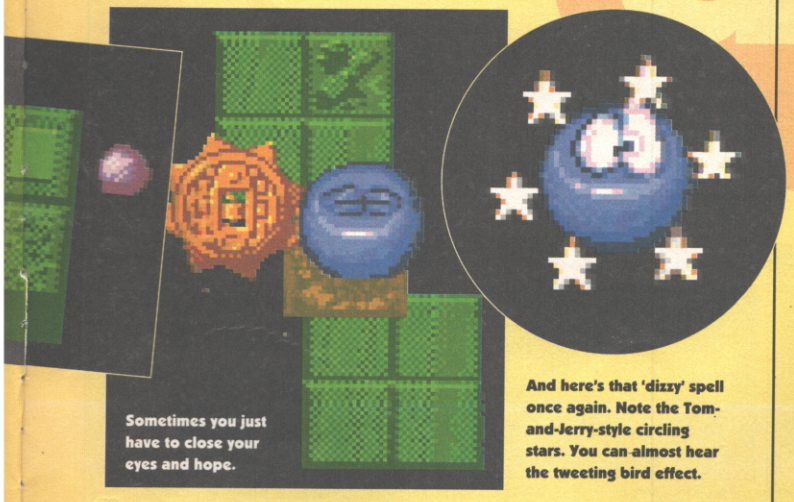
F1 – Cockpit
F2 – Change Head-Up-Display mode (Ground/Air/NAV)
F5 – View weapons
F7 – View waypoint
F9 – Instrument Landing System on/off
F10 – View mission orders
Shift F1 – Slot view
Shift F2 – Chaseplane view
Shift F3 – Side view
Shift F4 – Missile view
Shift F5 – Tactical view
Shift F7 – Multi-view

APOLOGY FOR SUPERFICIAL NATURE OF INSTRUCTIONS

We're really sorry, okay?







Sometimes you just have to close your eyes and hope.

And here's that 'dizzy' spell once again. Note the Tom-and-Jerry-style circling stars. You can almost hear the tweeting bird effect.

has to bounce around a number of levels of platforms in space, rescuing little blobs or collecting 'stuff', or painting the floor a different colour. Any complaints about this lackadaisical character development should be directed to Core Design Limited, Tradewinds House, 69-71a Ashbourne Road, Derby. Or Blue Peter.

HALF-HEARTED ATTEMPT AT SOME INSTRUCTIONS

Use the joystick to move Blob left, right, up and down, and press fire to make him bounce. Various types of tile do various things. *(For more useful details on these 'various' functions, please feel free to check out the review on pages 32 and 33. – Helpful Ed)*

EXCEPTIONALLY POOR JOKE

This blob walks into a pub and says "Blobalobalobalob." The Barman says "Clear off, you've had enough already."

WE'RE ALL FIRED

(You're all fired. – Ed)

SQUIGS

Author:
Jonathan Hibbins

Above and right: These are the squigs. Cute, aren't they?

OVERLONG INTRO

Well, there goes the last reason in the world for anyone to ever buy a Mega Drive, eh? *Squigs* is a perfect-in-very-nearly-every-way clone of the celebrated Sega puzzler *Columns*, a *Tetris*-related block-stacker which, embarrassingly, is still one of the outdated console's top boys software-wise. Still, that's not to knock the game itself – it's a bit fab, as you can now see for yourself. There are two basic types of game here, the Normal game and the Rescue version, but both follow the same basic principle. Groups of three 'squigs' drop from the top of the screen and can be manoeuvred left and right with the joystick. If you press the fire button, though, the little squigs will do a quick shuffle and rearrange themselves in a different order. Repeated pressing of the fire button will make the squigs cycle through their three possible positions, enabling you to arrange them into formations which will make horizontal, vertical or diagonal lines of three or more squigs, at which point the squigs concerned will disappear and anything above them will fall down to fill in the gaps (and, if you're lucky, form more lines for big bonus points).

PARAGRAPH ABOUT BLOCK TYPES

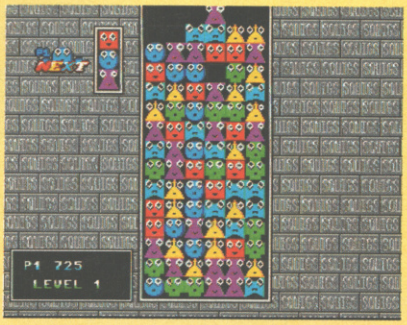
There isn't much else to it, really, but what there is comes in the form of the other blocks which occasionally fall instead of squigs – bombs and TNT blocks blow up a few squigs near them in different ways, steel plates just get in the way and can't be got rid of unless you use a crystal cube, which blows up everything on-screen that's the same as the first thing it touches.

PARAGRAPH ABOUT GAME TYPES

In the Normal game you just keep on making lines for points, but in the Rescue game (which is the same as the 'flash game' in *Columns)*, the object is to form a line including the squig who shouts 'Help' at the bottom of the screen. When you do that, you move straight onto the next level, where everything gets a bit harder.

PARAGRAPH ABOUT TWO-PLAYER GAME

In addition to all this puzzle japery, both games also have a two-player mode, where players control alternate lines of squigs and only get points for the lines that they cause themselves, so you have to balance co-operation with maximum opportunity to grab big scores for yourself – it's devilishly fiendish.



And this is the kind of situation you're trying so hard to avoid. Game over, man, game over.

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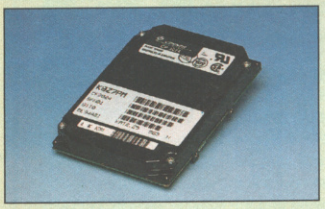

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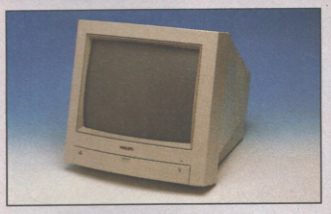

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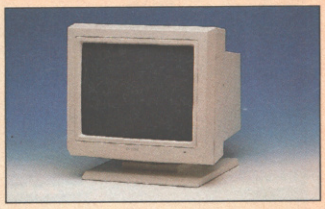

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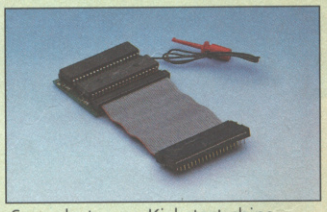

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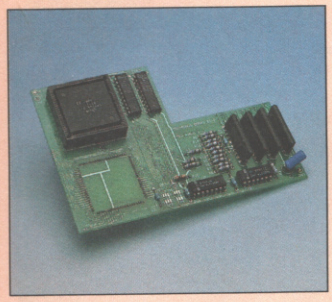

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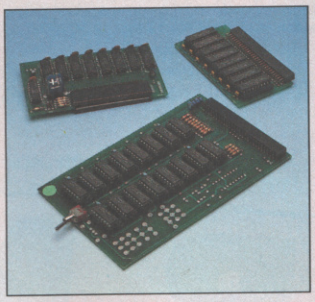

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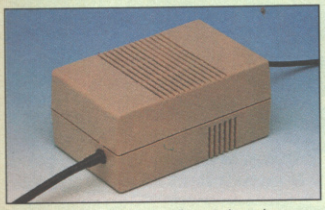

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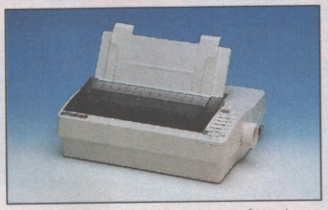

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TRUE STORIES

with Dave Green

Greetings, truth-seekers. You know, if you're looking for news stories that have stopped caring how loud and fast they are, there's only one name you can trust: Dave Green, and his True Stories. Let's do it...

FAB NEW CD AMIGA

It plays music! It plays videos! And it plays games like nothing else around. The CD32 – a revolution in home entertainment, or just a souped-up A1200? Let's find out...

This is CD32 *Oscar*, as previewed in our July issue, and not *Trolls 2* at all. No way.

We were right all along! After months of waiting, Commodore have at last come clean about their latest project, and have officially announced the super-duper 32-bit Amiga CD32 console thing. With a CD in it. Of course this'll come as no surprise to those of you who read our highly-speculative-but-shockingly-accurate piece on the subject way back in our July issue but, hey, it's nice to be able to hear it "straight from the horse's mouth", as it were.

And what a machine the CD32's turned out to be. Broadly based on the A1200, it's got the new 32-bit AGA chip set (which means loads of 256-colour games), a double-speed CD drive, stereo sound, sockets for two joysticks or special 11-button controllers and the good old external 'brick' power supply. Ahem. Just as exciting, however, is how much all this is going to cost – Commodore reckon that you'll be able to get your hands on a CD32 at the beginning of September, at a retail price of £299.99. But keep an eye out for discounts, bargain hunters!

TWICE THE FUN?

Yeah, yeah, yeah, all very interesting, sure. What you want to know is: ARE THERE ANY GAMES FOR IT? to which the answer would appear to be a resounding "You betcha". Already in development are CD32 versions of old favourites like *Pinball Fantasies, The Chaos Engine, Zool, Syndicate, Civilisation, Gunship 2000, B17 Flying Fortress, James Pond 2, Sleepwalker, Lemmings, Sensible Soccer, Lionheart, Dune,* all the Team 17 stuff and *Nick Faldo's Championship Golf*. There's also a number of brand-new games including *Oscar* and *Surf Ninjas* from Flair, *Microcosm* from Psygnosis, *Biosphere* from Bullfrog, *Jurassic Park* from Ocean, *Mortal Kombat* from Virgin, and *Diggers* from Millennium (turn to page 24 for the

What'll *Zool* be like on the CD32? It'll have 256 colours like on the A1200, probably.

CD32 Pinball Fantasies has got super-colourful tables *and* a CD soundtrack.

full subterranean run-down on this one, cross-reference enthusiasts).

Good, eh? Commodore are predicting that "77 titles" will be available on CD by Christmas. Remember, not all of them will be games, but from the looks of the list above, we don't think people will be going short of stuff to play with.

MOVIES, GAMES, VIDEOS

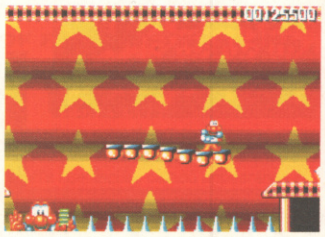
As you'd expect, the CD32 will quite happily play audio CDs too. More remarkably, it also conforms to the recently-agreed standard for CD video which, if Bruno Brookes (co-host at the CD32 press launch) is to be believed, will enable you to watch up to 74 minutes of video on one 5-inch disc, complete with CD-quality sound. Hopefully, when this catches on, you'll be able to get films and pop videos in this format, stick them in your CD32, and watch away.

Now, for proper 'full motion' video (VHS quality, 24 frames per second), you'll need an add-on called an MPEG card, which'll probably set you back another couple of hundred quid. Fortunately, the CD32 does have a built-in facility for video playback, called CDXL. This isn't quite as good as MPEG, but it still looks pretty impressive, and opens the door for all kinds of excellent intro sequences and in-game interactive video.

A FIELD OF ITS OWN

So, in the hurly-burly marketplace of modern-day home videogaming, what's the new kid up against? In terms of 'tech specs', the CD32 beats the Sega Mega CD hands down in every department you can mention (including price). There were rumours that Nintendo were working on a CD-based 32-bit sequel to the SNES, but these plans seem to have been put back at least until 1994. Stiffer competition might come from the Panasonic-built 3DO system promised from the US later this year, which (we understand) also boasts a 300K-per-second CD drive and all kinds of special graphics chips and stuff. But are there any games for it? Not yet!

All in all, we're very impressed with what we've seen of the CD32 so far. It's got all the specs that it needs to beat the other consoles, but it's near enough to a standard Amiga to have loads of software ready waiting for it. And then there's the CD-quality full motion video stuff on top of that, and all at a reasonable price. What more, as they say, could you ask for?



***James Pond 2 – Robocod.* Licensed for a gorgeous CD32 release anytime soon.**

YOUR CD32 QUESTIONS ANSWERED

Why are 32 bits better than 16? Or 8, for that matter?
They just are. Alright?

Is the CD32 going to replace the A1200 as the best Amiga to buy?
No, not really. When it comes down to it, the CD32 is pretty much like the A1200, with the obvious exception that it's got a CD drive instead of a floppy disk one. If you like, think of it as a clever way of selling Amigas to people who want a games console rather than a home computer. What's more, you'll be able to buy an add-on for it so you can attach a keyboard and floppy drive, giving you the exact equivalent of a proper A1200. Only with a CD in it.

Commodore also promise that a CD32-style drive for the A1200 will be "the very next thing" they'll be working on, enabling the A1200 to do everything the CD32 can. Probably.

Will CD32 games be better than A1200 ones?
Well, there's certainly the potential for them to be – though to start off with, they'll probably look very similar (256 colours, the same sort of speed improvements etc). As far as we can make out, there are four main advantages that the CD32 has over the A1200:

1. Bigger games. There's literally loads of storage space on a CD, so you can have massive levels, huge graphics and enormous adventures, all without any of that tedious disk-swapping. Yahoo.

2. In-game video footage. More high-speed storage means more opportunity for near-TV-quality intro sequences and the like – with the CDXL feature, you won't even need to buy any fancy add-ons to enjoy them.

3. CD-quality soundtracks. This should be fairly self-explanatory, really, though don't forget that this also means big chunks of sampled sound effects and speech as well as funky music.

4. 'Byte-per-pixel' screen displays. From what we've heard, this is some sort of new graphics mode that the A1200 doesn't have, and is the same sort of thing that enables PC machines to do amazing high-speed texture-mapping flight sims and all that sort of business.

Are the games going to be more expensive then?
Hopefully, no. Commodore promise that the "average price" of a games disc will be £29.99, with some costing as little (!) as £19.99. As with earlier Amigas, there will be some titles 'bundled' with the machine when it's released in September, but we don't know which ones yet. Watch this space for further details.

Will I be able to play Sega Mega CD games on it?
No. Believe us when we tell you that this is not a serious disadvantage.

Q. What does the screen look like when you play an audio CD? A. Well, pretty much something like this, actually.

WHO'S BEST?
THE CD32 VS THE MEGA CD

Okay, so the Amiga CD32 is better than the Sega Mega CD. But exactly how much better is it? Our handy at-a-glance easy-reference ready-reckoner gives you all the unarguable scientific truth you need right here at your fingertips. Yes.

	Amiga CD32	Sega Mega CD	How many times better the CD32 is than the Mega CD in this particular department
Number of 'bits'	32	16	2
Processor speed	14 MHz	12.5 MHz	1.12
CD speed	300K/sec	150K/sec	2
In-game colours	256	64	4
Internal memory	2Mb	128K	16
Colour palette size	16.8 million	512	32,768
Number of good games you can get for it	About 77	1½	About 50

All of which brings us to the sensational final figure:

Average number of times better the CD32 is than the Mega CD: about 4,691.8

TOP VALUE 1200

Well, no sooner had we told you about Commodore's up-to-the-minute trade-in-your-A500-and-get-an-A1200-for-only-£299 deal than they've gone and got rid of it. Instead, everyone can now get the A1200 for this super-value price of just under £300 – which is surely no bad thing. Apparently they've sold nearly 100,000 A1200s in the UK already and, with this new price tag, hope to shift a grand total of 250,000 this year. Commodore's financial fortunes have been a bit patchy recently, so, together with the CD32 launch (see main story), we think this is an entirely sensible move to get them back on their feet again. As well as great news for anyone who wants to buy an A1200, obviously.

Who's this then? Oh, it's just another gratuitous Winona Ryder pic. Sorry.

MORE MAGIC FROM PSYGNOSIS

Jonathan Harker plays a deadly game of hide-and-seek with (and in) *Bram Stoker's Dracula*. John, don't forget that he can disguise himself – as a bat, for instance.

Necks up! Flapping his way onto your Amiga screens in October is *Bram Stoker's Dracula*, recent movie star, self-confessed blood-sucking vampire and exceptionally poor advertisement for the Transylvanian tourist board.

Yup, this looks like being the first of the Psygnosis-Columbia tie-ins that we mentioned a while ago (both companies now being part of the massive Sony family), and, we are assured, will be an Amiga version that's "totally different" to the console ones – especially the unenthusiastically-received Mega CD title. You take the role of Jonathan Harker (played by Keanu Reeves in the movie), and your mission is life is to kill the naughty count in "all his various guises", thus rescuing Winona Ryder (as played by Winona Ryder). Or something. Anyway, from what we've seen so far it's an every-which-way-scrolling platformy beat-'em-up with *Flashback*-esque character animation and more brooding Gothic atmosphere than the entire recorded output of the Sisters Of Mercy (including B-sides). Yum yum yum yum yum.

Meanwhile, taking a look at the lighter side of the supernatural, Psygnosis are also working on *Wiz 'n' Liz*, a cheery romp featuring two top magicians whose spells have gone a little bit wrong. So wrong in fact, that they've got to save all the rabbits in the world before they explode. (Maybe the reason for this is more adequately explained in the game. But maybe not.) A conversion of the "fastest Mega Drive game around", *Wiz 'n' Liz* should be out before Christmas, and comes complete with a great big cauldron of cookin' sub-games and (hoorah!) a simultaneous split-screen two-player option. And that, as they say, should be magic.

Wizzy, Lizzy, let's get busy! That's actually a genuine demonic incantation, as used by 'The Great Beast', Aleister Crowley.

WEAR IT WITH PRIDE

All clothes make a statement. And 'Game Wear' T-shirts are no exception, pointing out that the owner has recently spent between £7.99 and £9.99 for the privilege of displaying officially-licensed Amiga game characters like *James Pond*, *Lemmings*, *Zool*, and *Street Fighter 2* across their chest. Now, in an act of excessive generosity, UK distributors Outer Limits have posted us TEN shirts, which we'll be giving away, seemingly at random, to people who send us the most interesting letters over the next few months. Winning letters may be about T-shirts or something, or they may not. We're really not that bothered. Of course, you'll stand a far better chance of getting one if you order it through the 'proper channels' – give Outer Limits a call on ☎ 0272 768989 to find out how.

MONSTERS MASHED

Whatever happened to.... *Universal Monsters*, Ocean's isometric arcade adventure with a Universal Studios licence? Sadly it was never finished, and now never will be. The most recent version we saw was so full of bugs that you couldn't even move around properly. So how come, you may ask, that some Amiga mags reviewed it several months ago, giving it really good marks? Pick up a crayon and draw your own conclusions.

THAT'S ENTERTAINMENT

You thrilled! You spilled! And last November, a good 60,000 of you attended the first ever Future Entertainment Show at Earl's Court, London. Have a good time? You bet you did! So much so, that we've decided to go and have another one this year – on the 11th to 14th November. At Olympia Exhibition Centre. Excited? Intrigued? You should be. I'll tell you more in the next paragraph.

Okay, the first thing you need to know about the event that everyone's calling 'The Second Future Entertainment Show' (because that's its name) is that admission will be by advance ticket only. You won't be able to buy tickets on the door on the day, so if you want to come (and you do), it's vitally important that you ring the ticket hotline on ☎ 051 356 5085 as soon as you possibly can. I'll be repeating that number towards the end of this news story, so be sure to have a pen and pencil handy.

Big attractions? Take it from us, this is the show that practically invented the notion. There'll be fairground rides, video game competitions, loads of software at knock-down prices, and even a live 'GamesMaster' TV transmission on the opening day (Thursday 11th). And good old Commodore will be there too – in 'full effect' – no doubt showing off all kind of brand-new Amiga stuff that they've already finished but just haven't got round to telling us about yet.

Tickets cost £6.95 per person, or £24.95 for a 'family group', which can be any four people as long as it includes at least one adult. And, as a extra-special bonus, the first 20,000 folks to book in for the Friday will receive free preview tickets to Aladdin, Disney's latest feature-length animated blockbuster. Can you resist it? No you can't. So, the ticket hotline number for you to call straight after reading this issue of AP is ☎ 051 356 5085. That's ☎ 051 356 5085. Got it? Good.

The second Future Entertainment Show

First there was the Future Entertainment Show. Now there is a second one of it.

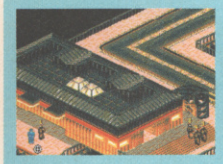
Admire our professionalism in...

MYSTERY SCREENSHOT CORNER

Wahey! This looks good doesn't it? There seems to be some sort of spaceship here shooting some other spaceship. In space. Now, I bet you'd really like to know what up-and-coming game it comes from, wouldn't you? Well, sadly, we can't tell you because we've gone and lost all the details. So, if you can successfully identify this month's mystery screenshot (or if it was your company that sent us it in the first place), please write in and tell us at the usual editorial address, not forgetting to mark your envelope "I have successfully identified this month's mystery screenshot (or it was my company that sent you it in the first place). You clots." Cheers.

AMIGA POWER RECOMMENDS

Good grief! Whatever happened to all the crap Amiga games? Just get a load of these guys for an impressive fistful of last month...



SYNDICATE (Electronic Arts)

The software equivalent of Dr Jekyll's magic potion, *Syndicate* has turned mild-mannered AP staffie Tim Tucker into a slavering maniac, cackling with glee every time he napalmed an enemy, salivating over every new weapon and foaming at the mouth as he plunged deeper into the mire of sinister corporate sabotage. We were frightened. So frightened, in fact, that we ejected him from the premises, for ever. He won't be getting up to any of those kind of high jinks again, that's for sure.

YO! JOE! (Hudson Soft)

In your super soaraway first-when-it-really-matters AMIGA POWER last month, we said "Anyone with a basic grasp of programming can write a game". Next month we'll claim "Anyone who goes for a walk in the sea is likely to get a bit wet", and "Anyone who gets elected leader of a political party in government can be Prime Minister". Anyway, you can't argue with the fact that you should all go and buy yourself a copy of the Amiga's finest platform game since *Harlequin*. Which is this one, in case you're wondering.

GUNSHIP 2000 (MicroProse)

It's been a long, long wait, but hey – at least we didn't actually have to wait until the year 2000, yeah? You'd think MicroProse would have gotten bored of producing top-notch sims by now, but it's clearly not so – *Gunship 2000* is the latest in a long line of fab flying games from them that, if you were to lay them all out in a straight line along the M1 motorway, they'd probably get run over by articulated lorries and stuff. If you didn't get knocked down while you were doing it, of course. Or... *(Snip! – Ed)*

DUNE 2 (Virgin)

Sim City meets *Mega lo Mania* – sounds great already, doesn't it? *Dune 2* was the surprise hit of last month – we were pleasantly gobsmacked by the extraordinarily compulsive strategy/warfare antics which ensued when the game arrived in the office (and that was just Mark and Tim fighting to see who'd get to review it). It's done just about as stylishly as these games get, too – smart graphics, excellent speech, and all that kind of thing. You've got it, *Dune 2* is a strategy-game-lover's utopia.

GLOBAL GLADIATORS (Virgin)

Despite the complete and utter humiliation heaped on Amiga owners by the fact that this game can't manage the pretty parallaxing backgrounds and smooth scrolling of the Mega Drive version and in fact looks more like the Sega Master System game, *Global Gladiators* is so much fun that you just can't help forgiving it. It's a standard-formula platform game, sure enough, but it's so fast, action-packed and slippy-slidey-ice world-less that we don't mind. Even a McDonalds licence can't scupper it.

WAR IN THE GULF (Empire)

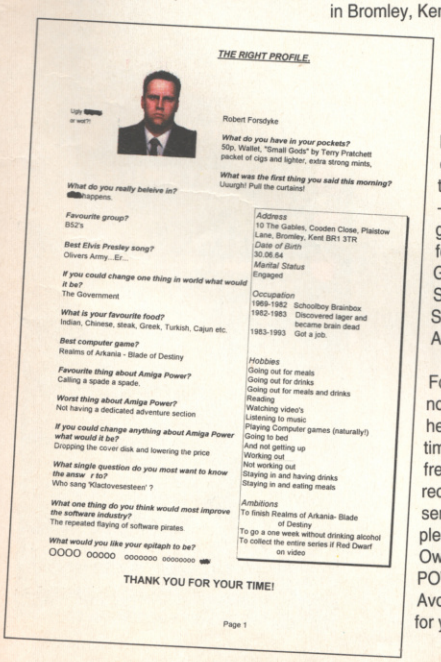
It's a war! It's in the – *(You're absolutely and totally fired. All of you. Clear your desks, I'll do the rest of the issue myself. – Ed)*

NEW! **WIN UP TO £200 OF FREE SOFTWARE IN...**

IN THE STYLE OF

Hi. Dave here, back again on the condition that I am "less patronising" to all those super-talented boys and girls who've sent in fantastic pics of Amiga games 'in the style of' something else. Ahem. Anyway, following Stuart's spectacular cameo appearance in last month's ITSO corner, we've installed some rather more stringent 'quality control' measures, so hopefully you won't have to put up with any more tat.

Well, some hope. This month's 'effort' comes from Mr Robert Forsdyke who lives in Bromley, Kent. Bob's (admittedly original) concept appears to be 'Me in the style of The Right Profile' (or possibly 'The Right Profile in the style of Me' – either way, it's not very good). I don't know if you can make out any of the text (reproduced here on the left for your full incredulity) – if not you'll be spared such gems as "Hobbies: Going out for meals, Going out for drinks, Going out for meals and drinks, Staying in and having meals, Staying in and eating meals." And so on.



THE RIGHT PROFILE

Robert Forsdyke

What do you have in your pockets?
50p, Wallet, "Small Gods" by Terry Pratchett
packet of cigs and lighter, extra strong mints,

What was the first thing you said this morning?
Uuurgh! Pull the curtains!

What do you really beleive in?
happens.

Favourite group?
B52's

Best Elvis Presley song?
Olivers Army...Er...

If you could change one thing in world what would it be?
The Government

What is your favourite food?
Indian, Chinese, steak, Greek, Turkish, Cajun etc.

Best computer game?
Realms of Arkania - Blade of Destiny

Favourite thing about Amiga Power?
Calling a spade a spade.

Worst thing about Amiga Power?
Not having a dedicated adventure section

If you could change anything about Amiga Power what would it be?
Dropping the cover disk and lowering the price

What single question do you most want to know the answ r to?
Who sang 'Klactovesesteen' ?

What one thing do you think would most improve the software industry?
The repeated flaying of software pirates.

What would you like your epitaph to be?
OOOO OOOOO OOOOOOO OOOOOOOO

Address
10 The Gables, Cooden Close, Plaistow Lane, Bromley, Kent BR1 3TR
Date of Birth
30.06.64
Marital Status
Engaged

Occupation
1969-1982 Schoolboy Brainbox
1982-1983 Discovered lager and became brain dead
1983-1993 Got a job.

Hobbies
Going out for meals
Going out for drinks
Going out for meals and drinks
Reading
Watching video's
Listening to music
Playing Computer games (naturally!)
Going to bed
And not getting up
Working out
Not working out
Staying in and having drinks
Staying in and eating meals

Ambitions
To finish Realms of Arkania- Blade of Destiny
To go a one week without drinking alcohol
To collect the entire series if Red Dwarf on video

THANK YOU FOR YOUR TIME!

Page 1

Needless to say, Mr Forsdyke scores a disappointing nought-out-of-ten, which means he wins a frankly insulting zero-times-£20-equals-£0-worth of no free software. But hey, if you reckon you can do better, just send your *DPaint* pics (on disc please) to: 'I Have Drawn My Own In The Style Of', AMIGA POWER, 30 Monmouth St, Bath, Avon BA1 2BW. We'll be waiting for your mail.

ONLY A CALL AWAY – THE COMPLETE CONTROL HOTLINE

ONLY £1 for an entire cheap rate call

Each phoneline carries just under three minutes of solid tips – no waffle, just pure essential playing guides on the game of your choice. 12 games tipped this month!

NB: Please get permission from the person responsible for paying the telephone bills before you call.

NOW WITH ADDED PHONELINES!

1 **SYNDICATE** Tel: (0336) 420363
Crime can pay. Tim Tucker explains.

2 **GUNSHIP 2000** Tel: (0336) 420353
Helicopter action with Stuart Campbell.

3 **DUNE 2** Tel: (0336) 420354
Mark Winstanley's spicy suggestions.

4 **DESERT STRIKE PRO** Tel: (0336) 420352
Advanced tips with Mark Winstanley.

5 **REACH FOR THE SKIES** Tel: (0336) 420364
Fly higher thanks to Tim Tucker.

6 **ARABIAN NIGHTS** Tel: (0336) 420365
Stuart Campbell gets through the night.

7 **DESERT STRIKE** Tel: (0336) 420356
Kick ass in the Gulf. We show you how.

8 **B17 FLYING FORTRESS** Tel: (0336) 420361
It's bombs away – so phone today.

9 **THE CHAOS ENGINE** Tel: (0336) 420351
Let's make some order out of it.

10 **WING COMMANDER** Tel: (0336) 420358
'Wing' this number for the toppest tips.

11 **WALKER** Tel: (0336) 420362
It's the walking, talking, killing advice.

12 **PREMIER MANAGER** Tel: (0336) 420355
The number one football hints around.

Calls cost 36p per minute cheap rate (6pm–8am and all weekend), and 48p per minute at other times. Maximum call costs £1.34.

AMIGA POWER

PENGUIN GALLUP CHARTS TOP 30

CHARTS COMPILED BY GALLUP SPONSORED BY PENGUIN BISCUITS ELSPA PENGUIN

★★★★★ Exceptional ★★★★★ Nearly there ★★★★ Very good ★★★ Has its moments ★★ Flawed ★ Dire

1	(NE)	**GUNSHIP 2000**	MicroProse £34.99 ★★★★★
2	(NE)	**GOAL**	Virgin £30.99 ★★★★
3	(NE)	**SYNDICATE**	Electronic Arts £34.99 ★★★★★
4	(2)	**CHAMPIONSHIP MANAGER '93**	Domark £25.99 ★★★
5	(4)	**WORLD CLASS CRICKET**	Audiogenic £29.99 ★★★★
6	(NE)	**PROJECT-X**	Team 17 £12.99 ★★★★
7	(1)	**FLASHBACK**	US Gold £30.99 ★★★★★
8	(6)	**ALIEN BREED: SPECIAL EDITION '92**	Team 17 £10.99 ★★★★
9	(3)	**DESERT STRIKE**	Electronic Arts £29.99 ★★★★★
10	(7)	**REACH FOR THE SKIES**	Virgin £30.99 ★★★★
11	(10)	**BODY BLOWS**	Team 17 £26.99 ★★★★★
12	(8)	**SENSIBLE SOCCER '92/93**	Renegade £25.99 ★★★★★
13	(11)	**FIRST DIVISION MANAGER**	Code Masters £7.99 ★★★★
14	(9)	**PREMIER MANAGER**	Gremlin £25.99 ★★★★
15	(14)	**TRIVIAL PURSUIT**	Hit Squad £7.99 ★★
16	(12)	**PIRATES!**	Kixx £12.99 ★★★
17	(13)	**THE CHAOS ENGINE**	Renegade £25.99 ★★★★★
18	(NE)	**THE ADDAMS FAMILY**	Hit Squad £9.99 ★★★★
19	(NE)	**TENNIS CUP 2**	Kixx £9.99 ★★★
20	(NE)	**SPACE LEGENDS**	Empire £29.99 ★★★
21	(20)	**POPULOUS AND THE PROMISED LANDS**	Hit Squad £12.99 ★★★
22	(5)	**A-TRAIN**	Ocean £29.99 ★★★★★
23	(25)	**DIZZY: PRINCE OF THE YOLKFOLK**	Code Masters £7.99 ★★★
24	(51)	**PRO TENNIS TOUR**	Hit Squad £7.99 ★★★
25	(16)	**LEMMINGS 2**	Psygnosis £29.99 ★★★★★
26	(19)	**F16 COMBAT PILOT**	Action 16 £9.99 ★★★
27	(NE)	**WALKER**	Psygnosis £29.99 ★★★★
28	(36)	**SCRABBLE**	US Gold £27.99 ★★★
29	(28)	**LOTUS TURBO CHALLENGE 2**	GBH £9.99 ★★★
30	(33)	**MIG-29 FULCRUM**	Hit Squad £12.99 ★★

We figure you must have some idea how the charts work by now, so briefly: they're © ELSPA, they mix budgies and full-pricers together, games are rated in stars, and they're still sponsored by Penguin!

The Top 5s are laid out as follows: Game, publisher, price, AMIGA POWER star rating and position in the Top 100.

TOP FIVE RACING GAMES

Nigel Mansell. Alain Prost. James Hunt. They all got really rich and famous by driving round at breakneck speeds in someone else's cars. But if you try it on the M25 with a boot-full of 'second-hand' consumer electronics in the back, you get arrested. What a world we live in, eh?

1. **LOTUS TURBO CHALLENGE 2** GBH £9.99 ★★★ (28)
2. **TEST DRIVE 2** Hit Squad £7.99 ★★ (56)
3. **FORMULA 1 GRAND PRIX** MicroProse £34.99 (59) ★★★★★
4. **SUPERCARS 2** GBH £9.99 ★★★ (73)
5. **LOTUS TURBO CHALLENGE** GBH £9.99 ★★★★★ (79)

That's what motor racing's all about – the babes, the money, the whiplash injuries and severe facial lacerations.

TOP FIVE SCANDINAVIANS

When Norway, Sweden, Denmark (and possibly Finland) got together and called themselves 'Scandinavia', they provided a broad geographical grouping that inspired many great games. Probably.

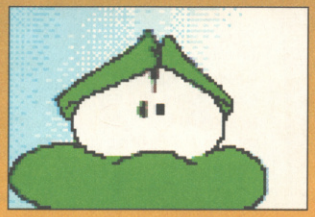
1. **LEMMINGS 2** Psygnosis £29.99 ★★★★★ (25)
2. **THE LOST VIKINGS** Interplay £29.99 ★★★★★ (32)
3. **PRINCE OF PERSIA** Hit Squad £7.99 ★★★★ (40)
4. **LEMMINGS/OH NO MORE LEMMINGS** Psygnosis £29.99 ★★★ (85)
5. **VIKINGS – FIELDS OF CONQUEST** Krisalis £25.99 ★★★ (88)

Persia is an 'honorary' Scandinavian country, just like how Israel can enter the Eurovision Song Contest. (Fact.)

TOP FIVE NON-LEMMING CUTIES

Cute games without *Lemmings*? How can this be? Well, dear readers, you already know where *Lemmings* is this month, so there's no point in going over that again. Also, we write this mag, and can do what we blummin' well want to in an entirely arbitrary manner. So there.

1. **DIZZY: PRINCE OF THE YOLKFOLK** Code Masters £7.99 ★★★ (23)
2. **SUPERFROG** Team 17 £26.99 ★★★ (45)
3. **JAMES POND** GBH £29.99 ★★★ (49)
4. **SPELLBOUND DIZZY** Code Masters £7.99 ★★★ (55)
5. **CHUCK ROCK 2** Core £25.99 ★★★ (65)



If *Superfrog* dabbled with the occult, would he produce the Spawn of Satan?

TOP FIVE MYTHS AND LEGENDS

If there's one thing people are always writing in to us about, it's what the difference between 'myths' and 'legends' is *(No they don't. – Ed)*. Basically, we reckon that 'myths' are usually set in the past, while 'legends' can be from any time period. But usually the past.

1. **SPACE LEGENDS** Empire £29.99 ★★★ (20)
2. **HERO QUEST** GBH £9.99 ★★★★ (36)
3. **MYTH** Kixx £9.99 ★★★ (54)
4. **THE IMMORTAL** Hit Squad £12.99 ★★★ (58)
5. **LEGEND: SON OF EMPIRE** Mindscape £25.99 ★★★★ (66)

***Myth*, can I pleath leave the classroom? I think I'm going to be thick. Arg arg.**

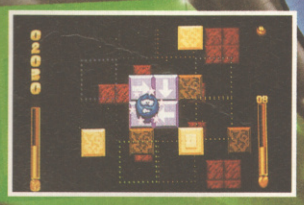
BLOB

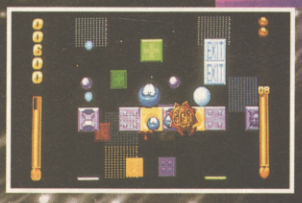
Imagine a universe of a different dimension - a dimension of height, of ground, of gravity and time. Here life is but a bounce away from oblivion for Blob.

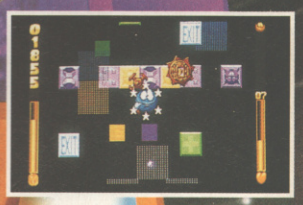
Blob's spaceship has broken down whilst transporting a cargo of baby Blobletts. Parts of the ship have been lost and some of the Blobletts have wondered off in all the confusion.

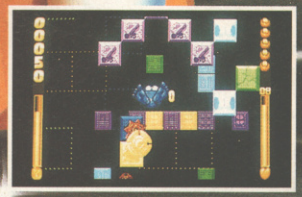
Guide Blob through 50 taxing levels of bouncy crazy puzzles, find all the spaceships parts and rescue any Blobletts that have become lost or trapped.

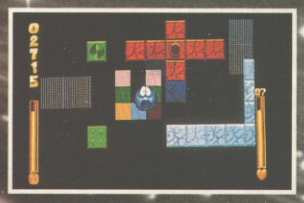
Live life on the edge - experience BLOB











Available on Commodore Amiga (1 meg only)

CORE DESIGN LIMITED

Screen shots are from the Commodore Amiga version

Tradewinds House, 69/71A Ashbourne Road, Derby, DE22 3FS. Telephone (0332) 297797. Facsimile (0332) 381511

THE SHAPE OF THINGS TO COME

The part of the mag where we use our special moves on various programmers and tell them to 'Finish It!'

Left and Above: Mahatma Gandhi pioneered the ideas of passive resistance and civil disobedience as a non-violent way of forcing political change.

MORTAL KOMBAT

Game: Mortal Kombat (sic)
Publisher: Virgin
Authors: Probe Software
ETA: November

Briefly: *Mortal Kombat* is the arcade game that makes *Street Fighter 2* look like it was thought up by the creator of the 'Love Is...' cartoons, designed by Franciscan Monks and coded by Mahatma Gandhi. It apparently impressed rapper Ice-T so much that he took time out from listing the faults of the Los Angeles Police Department and the benefits of firearm ownership and bought a coin-op machine for his house. History fails to recount whether his wife (and positive feminist role model), Darlene T, shares her hubby's passion, so let's just say that *MK* is a very, very, very violent beat-'em-up.

The creators speak: Fergus McGovern of Probe Software is extremely busy at the moment, working on the Amiga, Game Boy, Mega Drive, Master System, PC and Game Gear versions of *Mortal Kombat*. It really is enough to make you go 'blimey,' although all the time I was talking to him, he never did. Such is his resilience to the pressures of work.

What everyone wants to know is how good a conversion the Amiga version is going to be. "It's going to be as perfect a copy of the coin-op as the Amiga technology can handle," Fergus told me, and although software companies say this sort of thing all the time, it seems it might be true this time.

"We've had the most help we've ever had in the creation of our versions of the game, and even talked to the original programmers. Basically, Williams gave us the source code from the coin-op, DAT tapes containing all the sampled speech and sound effects and also the original footage of the fighters. *Mortal Kombat* uses digitised sequences of actual actors, and after they'd been filmed, the resulting footage was stored as high resolution frames on a computer. We've taken all the graphics from this source, but obviously we had to reduce the resolution to suit each system."

So the graphics are going to look virtually identical to the original, but what about the gameplay? "Since we're using the arcade source code, all the scorings, hit zones of the players and artificial intelligence of the computer-controlled characters is exactly the same as the original. The only difference is that the Amiga can only support two buttons on the joystick, where as the original uses six, so we're looking at ways around this. Just using the joystick would be too restrictive, so at the moment we're looking at a control system that uses both the joystick and the keyboard."

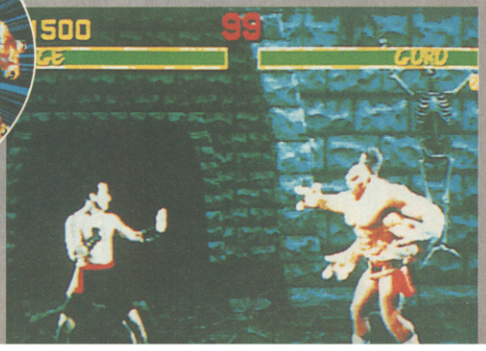
Mortal Kombat features so much blood and nastiness that the AMIGA POWER team have banned me from playing more than one game at a time (after that I apparently start to hyperventilate and get a bit giddy) and it also contains the brutal death blows, which were considered so contrary to Nintendo's family image that they were left out of the SNES version. Surely Amiga owners won't be deprived of such classic moves as the 'rip your opponent's head off', the 'punch your foe's beating heart out and then show it to them' move and the classic 'freeze the baddie into a solid block of ice and then smash them into a zillion pieces' death blows?

"There'll be an option to turn off all the blood splatters"

"Nope," Fergus assured me, "they'll all be in there, although there'll be an option to turn off all the blood splatters and dismemberment if your mum complains too much." Hurrah!

Verdict: Fergus promises that the Amiga version's going to be every bit as good as the Mega Drive version, which is a real stunner. There's still the problem of the Amiga fire buttons, but hopefully Probe will go for the keyboard option rather than trying to bunch up all the moves using the context-sensitive system that plagued the Amiga version of *Street Fighter 2*. It seems that companies are already gearing up for Christmas '93 blockbusters, and if it's done properly, this could be massive.

● *MARK WINSTANLEY*



It worked in India, but sadly it hasn't in these coin-op screenshots.

STAR TREK

Game: Star Trek
Publisher: Interplay
Authors: Metadigm
ETA: Late '93

Briefly: Long before Councillor Troy first "sensed hostility", there was another Star Trek and another USS Enterprise. The original show broke all sort of new ground in the themes and ideas presented on television, preaching a message of peace and harmony through stories that on the surface seemed to be little more exciting sci-fi romps. The first inter-racial snog on American TV occurred when Captain James T Kirk locked tonsils with lovely Lieutenant Uhura (a character who spent most of her time with a Party Popper stuck in her ear) and the viewing public (bless 'em) loved it.

Anyway, that was all 25 years ago, and to celebrate this fact, they're making a game about it.

"Security guards in distinctive red tops get killed"

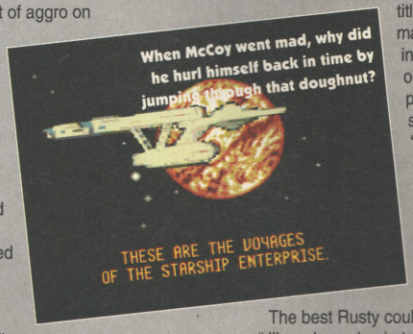
The creators speak: Rusty Buchert took time out from hanging with his homeboys in California to fill us in on what's happening in the land of skateboards, beach babes and random gangland drive-by shootings. I started by asking him about the sci-fi roots of the programming team, to see whether they're all baby-boomers raised on a diet of unconvincing sets and poorly choreographed fight scenes, or if they're twentysomethings (like me) who actually prefer The Next Generation but just watch the original series because it's 'quaint'?

"They're a mixture of the two and go under the joint title of Metadigm. We're famous for bringing out one of the first non-Commodore debugging environments for the Amiga, but I guess you already knew that. The original has had a profound impact on my life, and one of the programmers is from the original Star Trek era, but we all watch TNG as well. Allister Brimble's doing the music, but I've no idea what he thinks about the show."

I said that I'd imagine that since Star Trek's one of Paramount's babies, they'll have been keeping a fairly tight reign over events, and even though I got the answers back by fax, I could still hear Rusty groan.

"There's very close co-operation between us and Paramount and, everything, stress everything, has to be approved by them. All the art, music, sound effects, text and so on go through them before they get into the game."

The bits I've seen feature the deck of the Enterprise and a 3D fighty bit, which are what all these screen shots are from, but this isn't going to be the central part of the game, apparently. "The majority of the game revolves around the ground-side adventures, and there are going to be seven completely different ones, although one takes place across two planets." I got a bit excited at this point because I remembered that whenever there was going to be a bit of aggro on a planet, the main characters always beamed down with a couple of anonymous security guards in distinctive red tops who then got killed. I asked Rusty whether they'd be in the game as well. "Indeed they will be – poor ensign expendables meet various means of unpleasant expirations on all adventures." Hoorah!



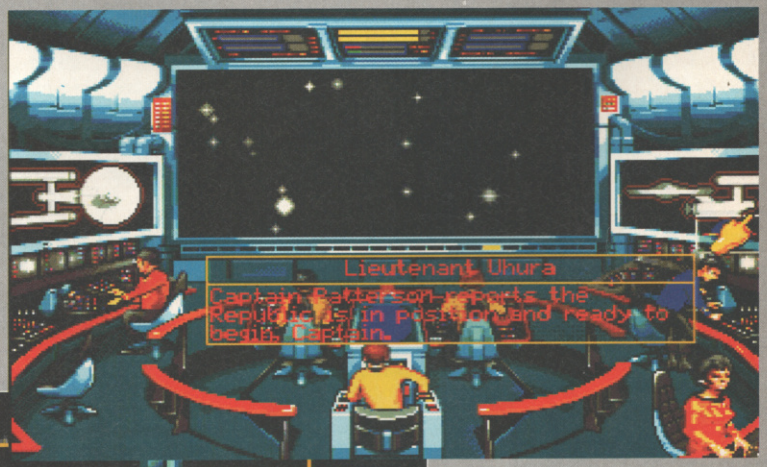
Which leaves just one final question then. Rusty, do you have any idea how you say "I'd like a single room with an en-suite bathroom please?" in Klingon? He thought about that one a bit.

Verdict so far: With so much interest shown in it by the producers of the show, this one's going to be one of the more promising licensed titles, and with so many people interested, nay obsessed with the program, it's ever so likely that 'Trekkies' everywhere will be flocking to part cash for this. Oh, and how about the Klingon translation?

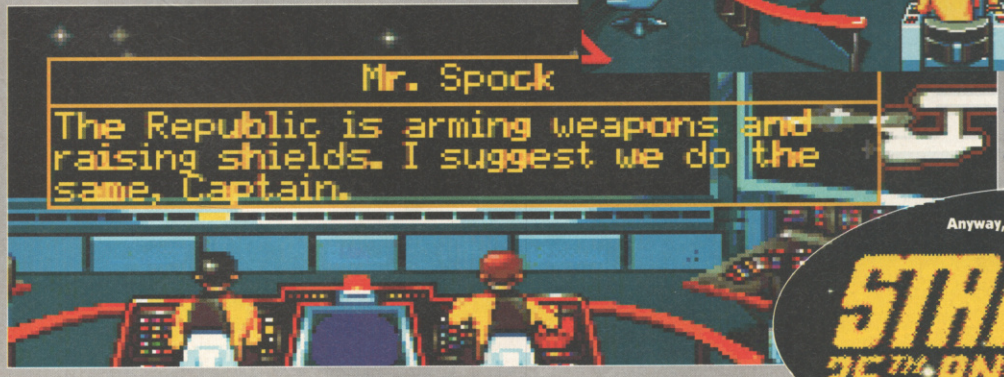
The best Rusty could come up with was "Jih parha wa'pa je tach" which means "I want one room and a bar". He couldn't find a word for 'bathroom' and figured most Klingons would rather hit the booze. And he'd know.

● *MARK WINSTANLEY*

Q. Why do birds suddenly appear every time you are near? A. Cloaking device! (Arf.)



And what about Spock? What exactly was that box he looked into, and why couldn't anyone else have a go?

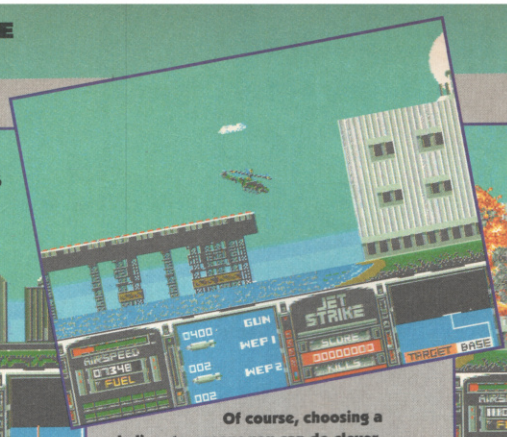


Then of course there's that old favourite: the lack of seat belts. If combat's that rough, then why no air bags? Answer me that.

Anyway, happy birthday.

STAR TREK 25TH ANNIVERSARY

Heads up! A plucky little F16 comes in for a steep landing.

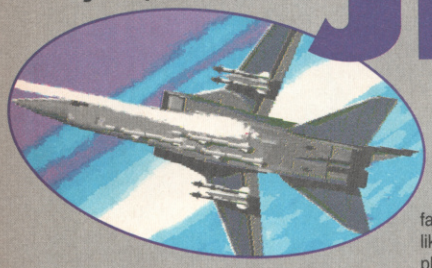


Of course, choosing a helicopter means you can do clever backwards landings on nearby piers...

...maybe not this time though. Oh, what a helpful piece of advice.

The swing-wing planes really do swing. In a 'variable geometry' sort of way.

JET STRIKE



Game: Jet Strike
Publisher: Rasputin Software
Author: Aaron and Adam Fothergill (also known as 'Shadow Software')
ETA: September

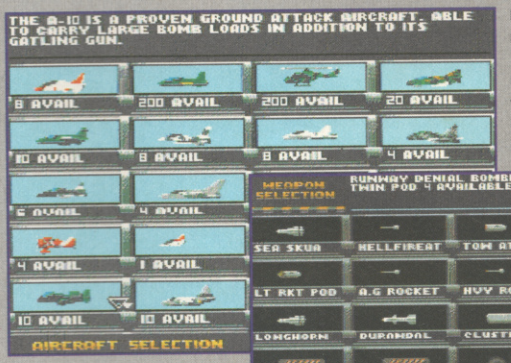
Briefly: Remember *Harrier Attack* on the Spectrum? What do you mean, "No"? Well, it was a sort of *Defender*-meets-*Scramble* sideways-scrolling shoot-'em-up affair with very little flight-sim realism but a massive V/STOL payload of playability. And *Jet Strike* seems to be a bang up-to-date version for the Amiga, with more colours, more planes, and more, oh I dunno, more everything really.

The creator speaks: David Jones, Managing Director at Rasputin, had the following to say for himself. *"Jet Strike* was designed after many hours spent delving into flight sim manuals and then trying to get the planes to fly. *Jet Strike* takes the flight sim idea, moves away from concentrating on simulation, introduces loads of action, and tries to be the first really fun-to-play flight game. Plus, the main combat section links together 100 missions which give it an (almost) adventure-like feel."

So (if I'm following this correctly so far) – it's a flight sim for people who don't like flight sims. But do you still have to like planes? "Well, Aaron (the author) is a plane fanatic who was brought up in an RAF family. But you couldn't describe the rest of us as 'plane mad'. *Jet Strike* will appeal to anyone who has ever played a flight sim, anyone who enjoys action games, anyone who enjoys a challenge and anyone who likes planes - that should just about cover everyone!"

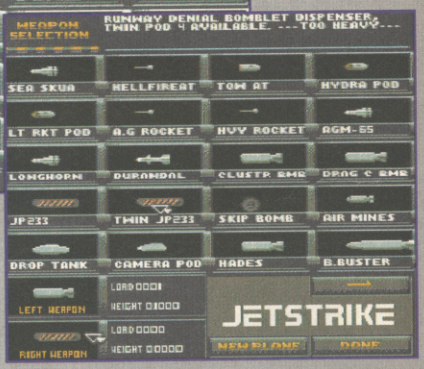
"Are you all just big 'Boney M' fans?"

David's shrewd marketing sense causing him to 'hedge his bets' there, I'll warrant. But on to the 'fascinating facts for stat-heads' part of the preview. I've heard that *Jet Strike* will feature "four main game variants" including 'Training' (10 missions designed so you can familiarise yourself with the planes and their controls), 'Combat' (100 missions where you'll need to summon up all of your skill, cunning and forward-planning), and 'Aerolympics' (two players battle it out in 15 selected missions). And let's not overlook the "40 aircraft", each with "their own flight characteristics closely based on their real-world counterparts". Wow. Are there any other mind-boggling numerals you'd like to throw in our general direction?



Left: Choose from up to 40 planes...

Below: ...and then you get to tool them up with some serious firepower.

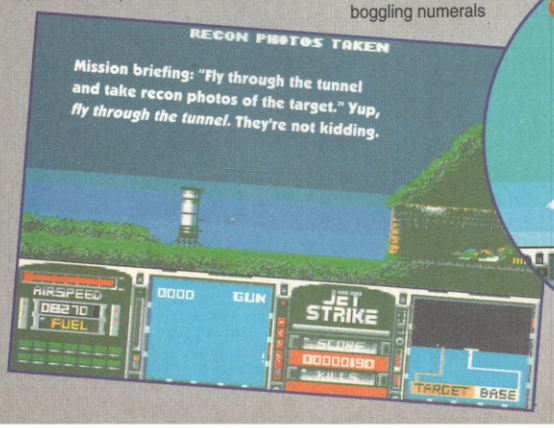


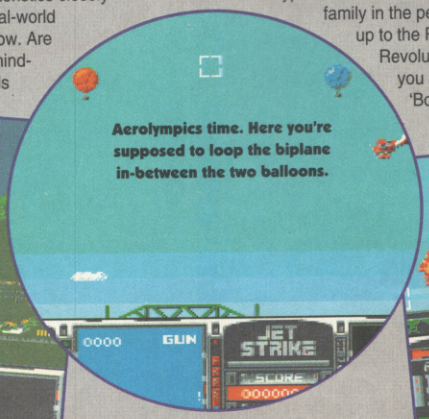
"Jet Strike has been designed to be highly adaptable – we could release up to 60 or more mission disks for it. The aircraft parameters have been written in such a way that literally anything can be slotted in, from a pterodactyl to Concorde. If it flies, we can include it."

Last question. I've just looked up Grigor Ivanovich 'Ra Ra' Rasputin (1871-1916) in my 'Dictionary Of Modern History', in the hope that I'd find out for myself why you're called Rasputin Software. But in vain. So, do you identify in some way with this notoriously bearded 'mad monk' who exercised a sinister near-hypnotic influence over the Czar's family in the period leading up to the Russian Revolution? Or are you all just big 'Boney M' fans? David: "Why are we called Rasputin? Well, why not?"

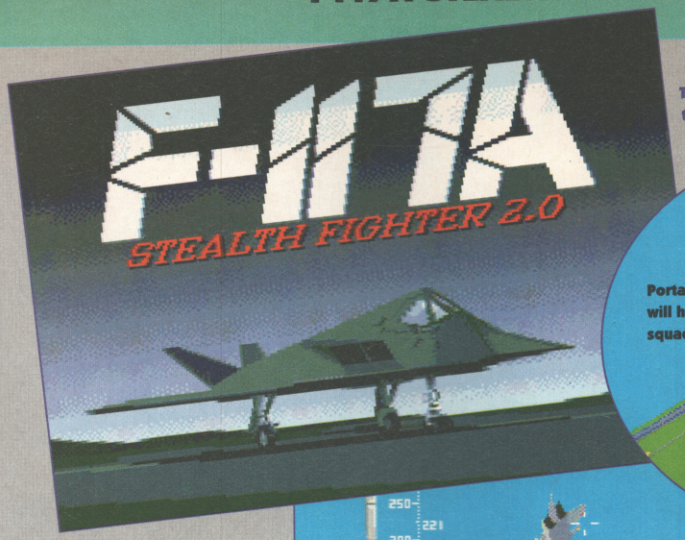
Verdict so far: We've had an early version of *Jet Strike* in the office for a few weeks now and personally I've spent hours on it. Maybe the controls are a bit tricky at first, and sure, the graphics are hardly the 32-bit future of videogaming. But I reckon that if Rasputin get the difficulty right and come up with enough interesting missions, this'll be a real treat for good old-fashioned playability fans. And you don't have to take my word for it – next month we'll be bringing you an exclusive coverdisk demo so you can try it out for yourself. *(Probably. – Ed)*

● *DAVE GREEN*

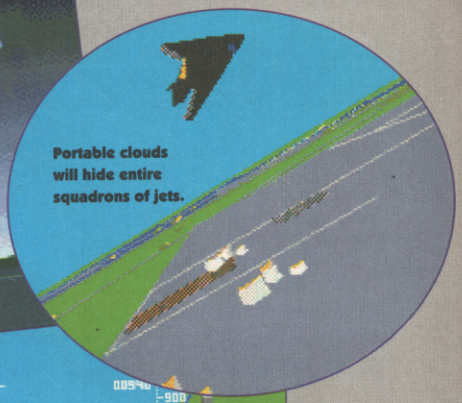




Game: F117A Stealth Fighter
Publisher: MicroProse
Authors: Neil Duffield, Paul Houbart, Amanda Roberts, Eddie Garnier, James Hawkins
ETA: Late September



The F117A's got all the latest stealth technology, but let's look at the future...



The scene is set: Fade up from black. We see four figures in an otherwise empty warehouse. Two of the AP staff (dressed in plain black suits and black ties) gaffa-tape top MicroProse producer James Hawkins to a chair before dousing him in petrol and intimidating him with a straight razor. Another similarly-attired computer journo lies unconscious in the corner, fatally wounded. Their attempts to attend a press conference on MicroProse's latest flight sim (featuring the world's most advanced stealth fighter) have gone seriously wrong, and now they want answers...

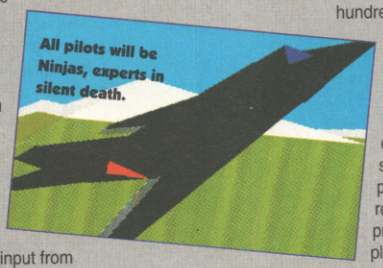
MR PINK: Let's go to work.

The creators are tortured:

MR BLONDE: Okay, we've seen the excellent *Gunship 2000* and also an impressive demo of this game (on this month's coverdisk), and we can't help thinking that there are certain similarities. What've you got to say to that, huh?

JAMES: I'll come clean, just don't hit me again! We've used some of the 3D techniques from *Gunship 2000*, and although Neil and Paul have done 95% of the programming, we've also had input from Mark Langerak and Mark James from the *Gunship 2000* team. Mark's been working on the HUD (that's Head Up Display, technical term fans) whereas Mark, er, that is, the second one, has been working on the mission generation. Can you untie me now? Please?

MR PINK: What about mission settings? Can we ask him about where you get to blow things up, huh, Mark? Huh?



MR BLONDE: Shut up! We're supposed to use our special code names so no-one knows our identity. So shut up, Tim! (Oops!)

MR PINK: Right then, ignore that last bit, James, and tell us about the missions. Or else...

JAMES: Sob. The missions cover Central Europe, the North Cape, Libya, the Persian Gulf, the Middle East, Desert Storm, Korea, Vietnam and Cuba. There are hundreds of possible mission combinations of primary and secondary targets making it the largest ever Amiga flight sim! Based on your performance you receive medals and promotions as you play through each scenario! Look, all you needed to do was phone our PR department to get these details, do you really think all this nastiness is necessary?

MR PINK: Shut up! Shut up! Look – over there! Dave, er, I mean 'Mr Orange', is regaining consciousness...

DAVE, ER, I MEAN, 'MR ORANGE': Ask him about the realism versus playability debate. Uhhh...

Chameleon paint will merge the plane into the scenery, and cotton wool up the exhausts will make it very, very quiet.

MR BLONDE: Yeah, right on, Orange. The F117A, as I understand it, has limited weaponry as it relies on its radar absorption properties (which result in it having the same radar footprint as a .22 air pellet, tech fact fans) to keep it out of trouble. Now what gamers want is big guns, so have you gone for the realistic approach, or beefed the weapons up a bit to make it more interesting?

JAMES: We've certainly added more target-busting firepower and, at the end of the day, feel that gameplay's more important than making it true-to-life, but all the realistic options are also available for the hard-core flight-sim buffs!

"Can you untie me now? Please?"

Conclusions are reached:

MR BLONDE: Brilliant. Okay guys, report back to the office that it looks like MicroProse are set to do it again with another top-notch flying game.

MR PINK: Okay Mark, er, Mr Blonde, and I'll say that the stealth technology is set to be an integral part of the game, with success or failure depending on keeping damage to a minimum and therefore radar invisibility at a maximum.

MR PINK runs off and slams the warehouse door shut behind him. MR BLONDE turns to James, smiling.

MR BLONDE: Now there's just you and me, and quite frankly I don't care what you tell me, I'm going to torture you anyway.

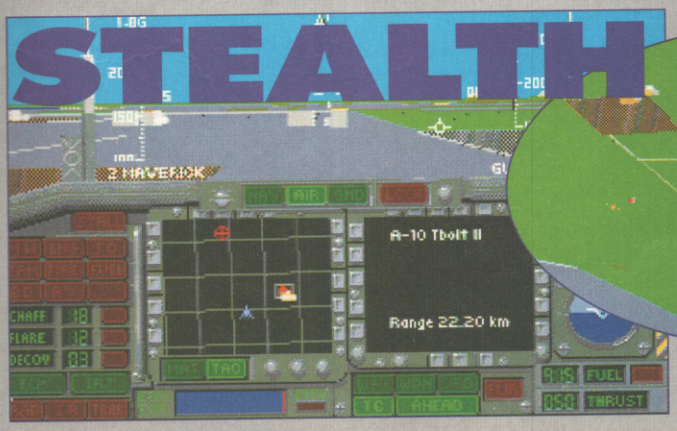
MR BLONDE waves the razor, a Rolf Harris Stylophone and an electric toothbrush in rapid succession in front of the startled MicroProse production genius. Cue cheery '70s music. Fade to black.

(Fade back in. MR ED – not the '60s sitcom talking horse but a slightly-built Scottish-looking figure in another identical black suit and shades – stands with a smoking gun in the midst of the bleeding bodies of MESSRS BLONDE, ORANGE and PINK.

MR ED: You see? You ARE all fired.)

● ***MARK WINSTANLEY***

F117A STEALTH FIGHTER



Stealth bullets will creep up slowly on their target and hide behind bushes.

Stealth bombs will blow things up and then hide all the pieces.

Undercarriages will be oiled regularly so they won't squeak.

THEATRE OF DEATH

Game: Theatre Of Death
Publisher: Psygnosis
Authors: Dave Anthony
ETA: October

Briefly: I just know they're going to say otherwise, but take it from me, this is Psygnosis' version of Sensible's soon-to-be-released *Cannon Fodder.*

The creators speak: "It isn't *Cannon Fodder!*" said Psygnosis PR person Mark Blewitt, mimicking genuine surprise as if I really wasn't the 32nd person who'd pointed out the more than passing resemblance between their own product and 'that other one' from the Sensible boys. For those of you that haven't seen either of these games, *Theatre Of Fodder,* sorry, *Death,* features a large map viewed from an isometric overhead view. Scattered around this battlefield are groups of your soldiers, enemy soldiers and various bits of military equipment that you can take control of by sticking one of your blokes in. Everything's controlled by the mouse, with the left button marking a destination for a soldier or unit, and the right button firing whatever weapon's selected at the time, and you wander around and kill people. Exactly like *Cannon Fodder,* really.

I spoke to Dave Anthony, creative corner-stone of *Cannon Of Death* – sorry, that should be *Theatre* (Cannon Of Theatre? – *Ed),* and verbally taunted him with that thorny similarity-related issue. "It's strange that they're both out soon, because I started it last October and only heard about *Cannon Fodder* round about May this year. I got the idea by lumping together all the games I like playing and taking the most worthy bits of them, so I used the perspective from *Populous,* the freedom of movement from *Elite* and the click-to-control system from *Lemmings.* To move an entire squad you click on the squad leader, where as clicking on a normal foot soldier will move just him."

In the version I've played you only get to choose between machine guns, grenades and flame-throwers, but Dave assures me this lack of firepower's just a temporary thing. "I'm putting in land-mines and dynamite, and thinking about some mantraps as well.

It's a theatre, it involves death, it must be...

The idea is that these'll just immobilise the soldier, and if you can get an ambulance to them in time, they can be released and patched up."

There are jetpacks, tanks, helicopters and space buggies to transport your boys around quickly, with the tanks doing a nice line in running over the enemy, or your own troops if you're that careless. In times of crisis you can either call in reserves, who are helicoptered in to a preset location, or call in air strikes to bomb the hell out of an area. Nice touch, that.

At the moment all the missions are self-contained, but Dave told me that's set to change. "The game's set across snow, desert, grassy and lunar locations, and in the finished version a few'll be blended together to form bigger maps. You can choose your path across the different terrains, and then every ten missions or so you can go onto another map, so each game you play will be different."

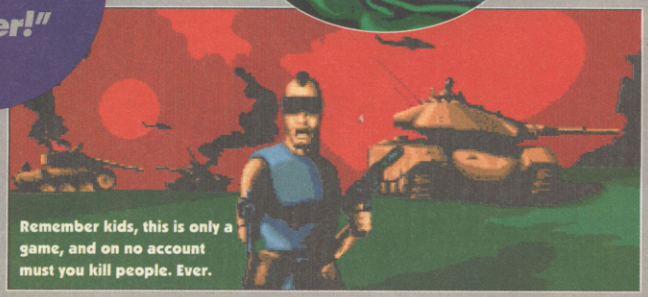
Verdict so far: Well, I've played versions of both *Theatre Of Death* and *Cannon Fodder,* and there's only one conclusion to be reached – they're pretty much the same game.

Although both sides claim that they've been developed independently, it's funny that two (three – if you include *General Chaos* on the Mega Drive from Electronic Arts) 'control a squad of little soldiers around a warzone' games should be out at the same time. What's caused this sudden rash of games, and is it anything to do with all those terrible body-swap movies that all came out at the same time a few years ago? Which one will be the best one? Only time will answer these, and probably other, questions.

● *MARK WINSTANLEY*

Losing gets you this delightful body bag, which is rubberised. To prevent leaking.

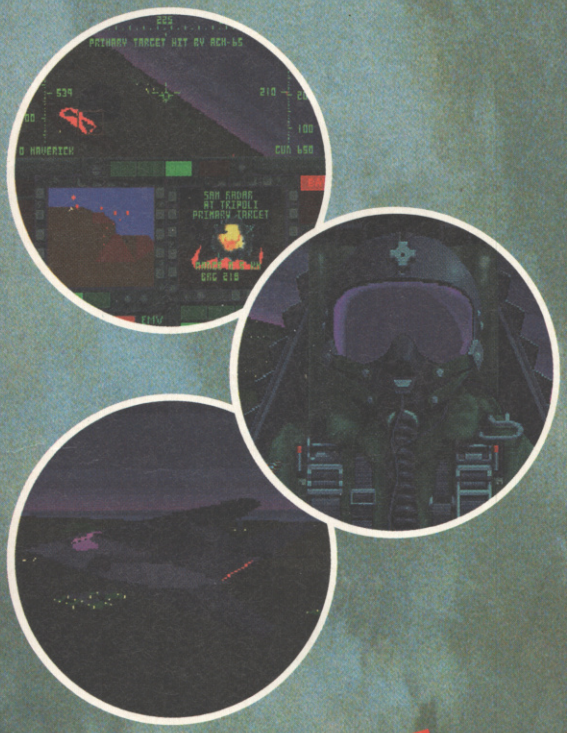
"It isn't Cannon Fodder!"



Remember kids, this is only a game, and on no account must you kill people. Ever.

F-117A™

The Definitive Simulation of America's Radar Elusive Jet



A shadowy, gleaming craft steals through the night sky. Out of sight but never out of mind. Sleek. Slicing through the dark.
No blips register on the radar. No sign is given.

Then, in an instant, an explosion bursts through the murky twilight and, as quickly as it appeared, the Nighthawk melts back into the shadows.

The F-117A has carried out another stealth mission.

MicroProse present the definitive simulation of the world's most elusive jet: the F-117A.
Now with eye-popping graphics, sensational sound, thrilling music and a vast array of awesome missions across NINE of the world's 'hot-spots'. Catch it if you can!

F-117A Nighthawk Stealth Fighter 2.0

Unprecedented, uncompromising and undetected.

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Seriously Fun Software

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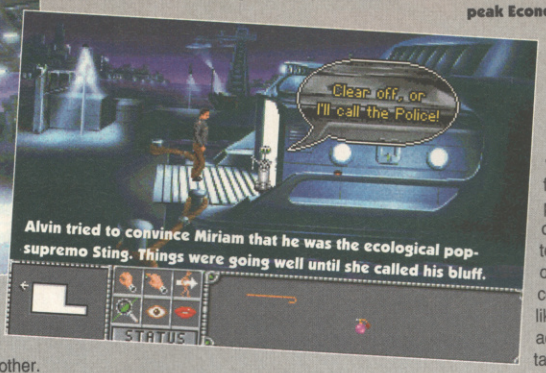
Available for IBM PC Compatibles and NOW for Commodore Amiga

INNOCENT UNTIL CAUGHT

Alvin was puzzled – he lived alone in his little apartment, so how come his central heating bills were always in six figures? Hmm, maybe he should switch over to the off-peak Economy 7 system.



Alvin tried to convince Miriam that he was the ecological pop-supremo Sting. Things were going well until she called his bluff.

Game: Innocent Until Caught
Publisher: Psygnosis
Authors: Divide By Zero
ETA: Late '93

Briefly: *Innocent Until Caught* is a humorous adventure game.

The creators play Mastermind: What is your name and occupation?

The creator answers: "Andy Blazdell, Creative Director, Divide By Zero." And what is your specialist subject?

The creator answers: "Our new game, *Innocent Until Caught.*"

Correct. You have two minutes on *Innocent Until Caught* starting from... now. You say that the game has something in common with *Monkey Island 2.* What are the similarities, and how does it improve on the LucasArts classic?

The creator answers: "It's similar in format alone. We've taken the concept of participating in a movie to the limits. Our in-house programming system (called Interspective) outperforms SCUMM, Virtual Theatre and StoryDroid technically, and outclasses them in terms of the quality of the games we can create with it. For example, we have a unique hypertext-style dialogue interface when talking to other characters, and an intelligent map feature which enables swift travel around locations visited before. Our characters act independently, and walk in eight directions without 'moonwalking' or bumping into each other. We also have a soundtracking system called FilmScore which changes the music to follow the events in the game, but retains the quality of a fixed theme tune."

Correct. Why are you called Divide By Zero?

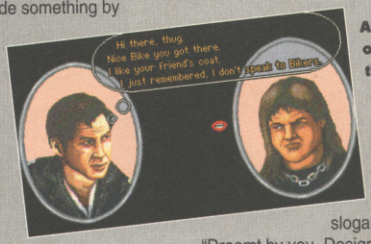
The creator answers: "You might think it's a witty programming in-joke, since it refers to a program bug, but after the sad demise of 'Bus Error Software' and 'Privilege Violation Inc' we didn't want to tempt fate, so the name actually comes from a little-known song by the Pet Shop Boys. But hey, it could have been worse – we could have called ourselves 'West End Girls'...

"The name comes from a song by the Pet Shop Boys"

Correct. What do you think are the most important aspects of an adventure game, and how does *Innocent Until Caught* implement them?

The creator answers: "It's got to have an easy-to-grasp interface. Players should only be concerned with solving the problems and enjoying themselves, not worrying how to do things. In other games of this genre, players often wonder why they can't do something that seems perfectly obvious. We ensure that everything that the player can reasonably expect to do will get an intuitive response, and everything depicted in the graphics can be interacted with in a logical way. Last but by no means least, there should be a good storyline with fully developed characters that draw the player into the game."

No, the correct answer is Leonardo da Vinci. If you divide something by zero, do you get infinity?



Alvin wasn't getting on with the guy in the next cabin.

The creator answers: "It depends. If you're doing your Maths GCSE and you divide by zero, you'll get an 'F'. If you're a computer and you divide by zero, you get a crash. If you're going to purchase software and you buy Divide By Zero, you get a brilliant game!"

Correct. Is there a heavy element of humour in the game?

The creator answers: "Yes, it's basically a comedy but based around the serious premise of a futuristic thief under pressure from the taxman to pay a massive bill. Via a series of misadventures the thief is hired by a government agency to steal a doomsday weapon from a power-crazed dictator. You meet crooks, beggars, ladies of the night and evil bureaucrats. Our humour differs from *Monkey Island 2* in that we derive all our laughs from the situations and personalities of the characters. LucasArts tend to take the mickey out of their products as computer games, a bit like films where the actors turn round and talk to the camera, which tends to stop the player from believing the story."

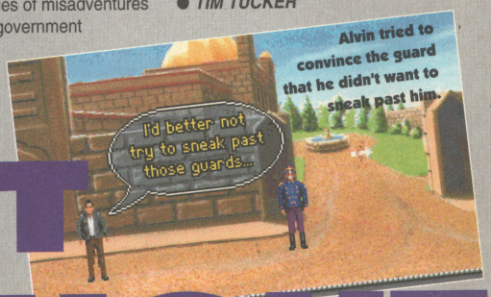
Correct. Have you ever [BLEEP] – I've started, so I'll finish – have you ever thought of having a slogan for your company, like this: "Nothing will divide us. We will be divided by nothing... Divided by Zero"?

The creator answers: We did have a slogan, actually... "Dreamt by you, Designed by us, Divide By Zero", but it sort of got changed (after certain events at the Chicago CES) to "Driven by lust, Drunk by lunchtime, Divide By Zero".

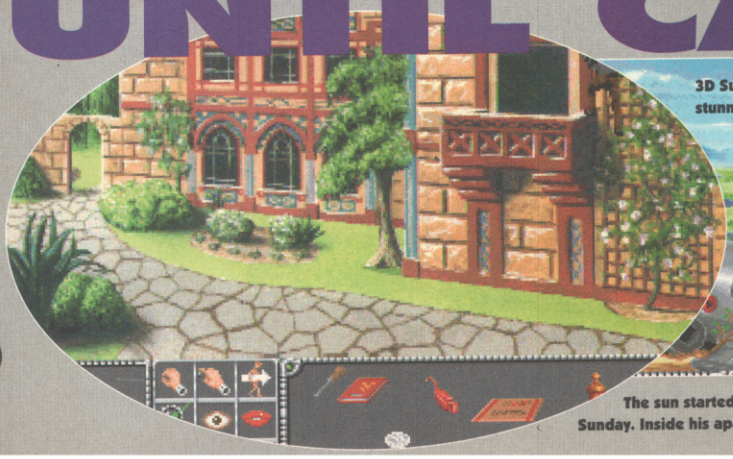
Verdict so far: You got all questions right, apart from the one about Leonardo da Vinci. As for the game, it sounds great, doesn't it?

The reader answers: Pass.

● *TIM TUCKER*

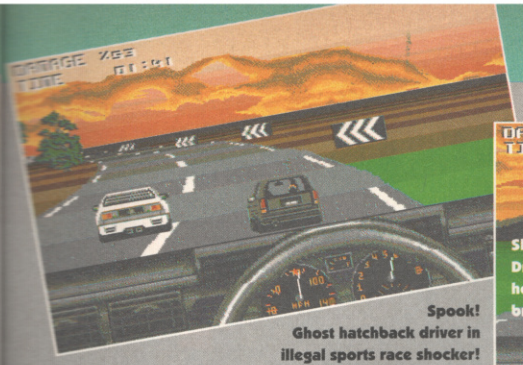


Alvin tried to convince the guard that he didn't want to sneak past him.



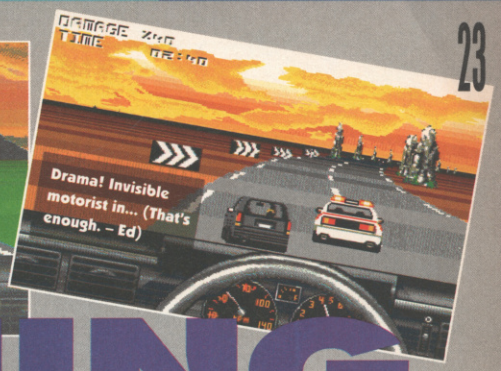
3D Super-Sensurround versions of old movies were always popular. Alvin was stunned by the realism, especially when the Memphis Belle crashed on his girlfriend.

The sun started a slow climb to its zenith, and it was obviously going to be a gloriously hot Sunday. Inside his apartment, Alvin slept on blissfully. It was, after all, still only 7 o'clock.



Spook! Ghost hatchback driver in illegal sports race shocker!

Shazam! Driverless car in hovercraft-science breakthrough!



Drama! Invisible motorist in... (That's enough. – Ed)

BURNING RUBBER

Game: Burning Rubber
Publisher: Ocean
Authors: Nathan Whitaker, Andrew Sharratt, Anthony Thornton, Alan Redpath and Tim Haywood
ETA: September

Briefly: It's a seriously fast racing game, your objective being to win an illegal underground race across Europe and America for the prize of an enormous wad of cash! Well, that's what the press release says anyway, although if you took it literally, you'd be led to believe that you've got to race through a series of subterranean checkpoints. And of course you'd be wrong, for the word 'underground' is referring to the legality of all these high-speed antics and not, as you may suspect, the relative position of the racetrack to the surface of the Earth. But anyway...

Plot the fastest course across bonny wee Scotland to get the fastest speed. Oh yes.

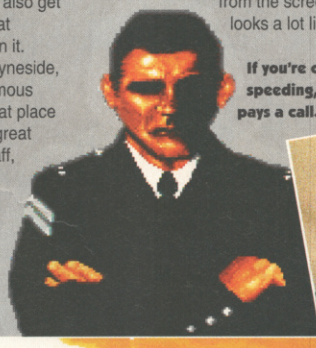
Phhhhwwwwwoooooaaarrrrrrrrrrrr! Eh lads?

"You can get lost if you take the wrong course"

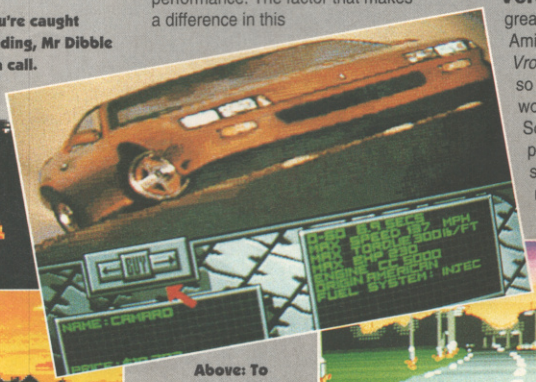
The creators speak: I chatted to Trevor Scott from Harlequin at the recent press launch of *Burning Rubber*. Now, I could tell you that it was a fantastic night out in London involving playing the game, consuming masses of freebie burgers and racing 500 laps round an indoor racetrack in high-powered go-karts, but it's got nothing to do with the game and would only serve to make you all feel jealous that I not only get to play games for a living, but also get indulged by software companies at exciting events, so I won't mention it.

Harlequin are based up in Tyneside, a mere gobspit from the world famous Metro shopping centre. "It's a great place to live," Trevor told me, "and the great thing is that once we get good staff, we tend to keep them as there aren't any other software companies in the area." So how did a company in the northeast get together with Ocean to do a racing game? "We submitted a design with screenshots about a year ago, and Ocean were impressed enough to take us up on the idea. Although they have a certain input into the game, the relationship's really one of producer and publisher."

What made Ocean sit up and take an interest in the game? I mean, from the screenshots it looks a lot like *Crazy Cars 3*, or any number of racing games. "In our initial brief we set out the ideas that would make this a different game from existing ones. We look upon it as an extremely playable simulation, with money won in races being channelled into not only repairing the car, but also adding nitro boosters, body kits, tyres and engine parts that will improve the car's handling and performance. The factor that makes a difference in this game is that you get to choose the course you want to take to the finish, and it's actually possible to get lost if you take the wrong course at the junctions." I've got to admit that I agree with him on this count, as plotting what you think is the fastest route and then screeching round corners is jolly good fun. There's also the question of which car to use, as you've got 12 to choose from: six hot hatches for the races through London, Scotland, Paris etc and roadsters such as Corvettes, Pontiacs and Mustangs to burn through Mount Rushmore, Florida and Las Vegas. So do the programming team regularly gun their turbo-charged engines and lay rubber down the A-roads of Tyneside in illegal races then? "Not really," admitted Trevor, sheepishly, "but I did used to own a Porsche."

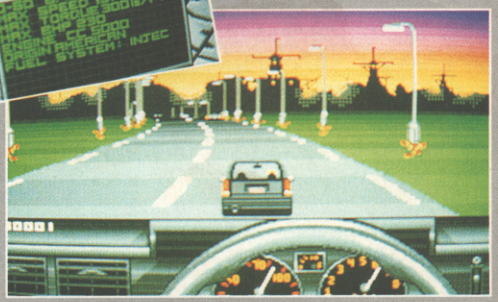


If you're caught speeding, Mr Dibble pays a call.



Above: To most of us, it's an aspirational thing to own a car this flash.

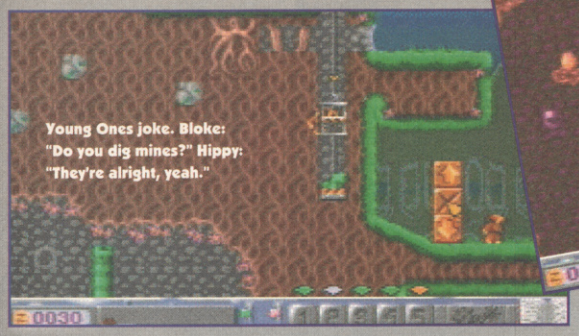
A severe thrashing prevented me from mentioning clogs.

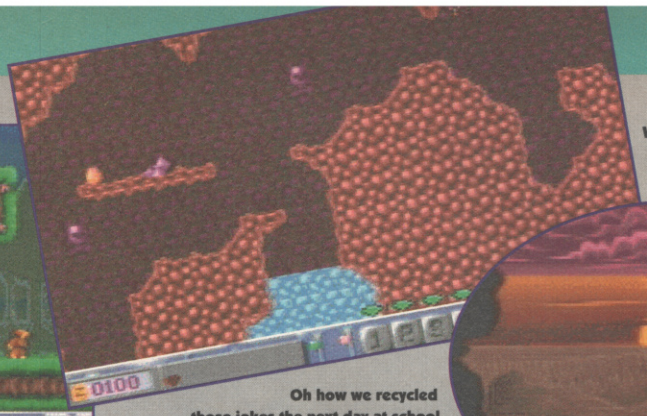


In a kind of 'out of car' experience, you drive the vehicle that you're behind. Weird.

Verdict: There are already plenty of great racing games of this type for the Amiga (*Crazy Cars 3*, *Super Hang On*, *Vroom* and *Lotus 1* to name but a few) so *Burning Rubber* is going to have its work cut out to make an impression. So is this going to be a fun game to play? Almost certainly. Is it going to set the gaming world alight? That remains to be seen.

● *MARK WINSTANLEY*

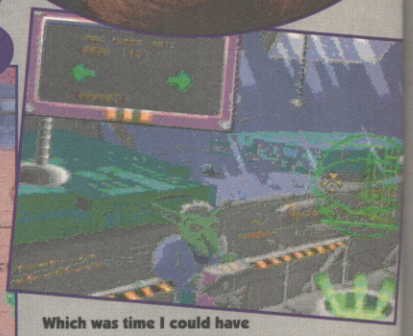




We could spend an entire lunch-time reliving Monty Python sketches.

Oh how we recycled those jokes the next day at school.

DIGGERS



Which was time I could have spent studying, I now realise.

There are no comedies now that have the same resonance as the Young Ones.

Game: Diggers
Publisher: Millennium
Author: Toby Simpson
ETA: September

Briefly: So here it is then, the first Amiga CD32 game that we've seen. Gosh. Once the guys from Millennium had managed to prise us away from stroking and caressing the console (yes, that's right, the Amiga's a console now, you'll have to get used to it), we got down to the business of checking out Millennium's first outing on the medium.

This game's very hard to be brief about. It's an adventure/strategy affair based on a mining theme and it is, quite frankly, huge. Yes, that part of the CD system (ooh, it's so exciting isn't it?) that enables you to store loads of megabytes of 'stuff' is being exploited to the full with *Diggers*. Perhaps I should let Toby Simpson, the man responsible for all this, do the talking, yes?

The creators speak: So exactly how big is it then? "Well, to give you some perspective, the graphics alone take up ten megabytes of space *(That's about 12 floppy disks, you know. – Tim)*, before you even start to look at the sound, game engine and so on. We've got an interactive book on there too, which gives you access to information at any time during the game and basically gives you a manual on a disk. We're going to have to make some sacrifices on the 1200 version, simply because the number of disks needed would be immense. The game itself is huge. There are 33 different maps, every one of them massive, covering seven different terrain types. We estimate that you could finish the game and still have only seen about 20% of it."

"The number of disks needed would be immense"

But we're getting ahead of ourselves. What is this game all about? "It's set on the planet Zarg, on the glorious 412th day of the year. This is traditionally the time when the planet's authorities allow the population to dig for a month for treasure and diamonds, and this year it's your turn. Basically it's about trying to make yourself rich.

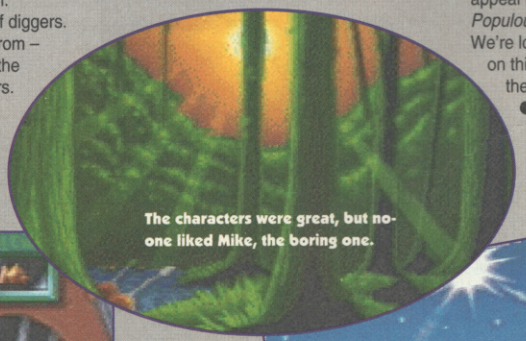
"You control a race of diggers. There are four to choose from – the F'Targs, the Habbish, the Grablins and the Quarrisors. Each has different qualities, like the F'Targs heal very quickly and the Grablins dig faster. Each level involves you and an opponent tackling a mining area. You're given a target income to hit, and you can finish a level either by defeating the opponent or by getting the income."

Toby took us through a very involving demonstration with evident glee at the huge world he's created, and became so animated was he that it was impossible to jot down what he was saying. In essence, you use on-screen menus to control your characters, which includes making them walk, jump, stop, pick things up and down, search, go home, teleport and, of course, dig. If you don't give a character an instruction, it soon gets bored and starts wandering off doing its own thing, so you've got to keep an eye on your team. When you've mined some valuables you can teleport back to the shop to buy various tools to help you with your progress, such as lifts and automatic diggers.

"The great thing is that there's more than one way to play the game. You can play it as a violent struggle against the computer opponent, or as a strategic strip-mining affair. It leaves more open to the player, and there are a lot of random elements too, because the levels are never the same twice. Each time you start a level again the treasure is scattered somewhere else."

Verdict so far: This looks like it's going to be a stormer. I can't really make any useful comparisons, because it's got a feel all of its own, but it looks like it'll appeal to anyone who's enjoyed the *Populous/Lemmings* school of games. We're looking forward to getting our mitts on this *and* the Amiga CD console in the very near future.

● *TIM TUCKER*

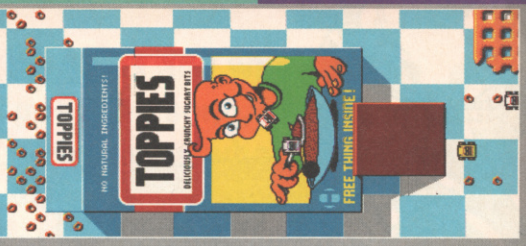


The characters were great, but no-one liked Mike, the boring one.

***Diggers* is a mining game, and on this page there are some pictures of it.**

Now perhaps it's time these captions became a bit relevant. This is the shop screen, and here you sell jewels for dosh.

Of course the really great thing about *Micro Machines* is that you don't really need an Amiga to play it. I mean, all you need is a reasonably flat surface, some toy vehicles and just a little imagination.



Game: Micro Machines
Publisher: Code Masters
Authors: In house
ETA: September

Briefly: Bloody software houses, I bloody hate 'em. You know when this preview copy of *Micro Machines* arrived in our office? I'll tell you – one bloody day before bloody deadline, that's when. You know how much warning we had that it was likely to turn up this month at all? I'll tell you – bloody none, that's how bloody much. Do you know how much of a pain in the bum it is to completely re-arrange a flatplan (the big map-type thing that shows what we're going to have in every issue and what page it's going to be on) to make space for something that comes in at the last minute but is too interesting or important to leave until the next issue? I'll tell you – a bloody lot, that's how bloody much. And do you know how annoying it is not to be able to take these feelings out on *Micro Machines* by means of a vitriolic assault on it designed to scupper its chances of selling a single copy before it gets to see a shop shelf, 'cos of the fact that it's so damn good? I'll tell you – it's bloody annoying, that's how annoying it is.

But anyway. *Micro Machines*, as I'm sure you all know already, is a racing... actually, if you all know already, it would be a bit stupid of me to go over it all again, wouldn't it? Sorry, scratch that.

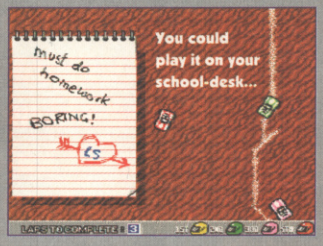
The version of *Micro Machines* that we've been looking at for this preview has 18 of the original 32 tracks complete, on six of the nine scenarios, although there's no sound and none of the 11 computer opponents were implemented by name. It's looking, it must be said, pretty fabulous – it's fast, smooth, easy-to-control and it looks great, in that trademark *Micro Machines* cutesy-things-in-miniature kind of way. It's also got a particularly good example of that very favourite thing of ours, the two-player game. *Micro Machine's* effort is a fiendish dodging of the old problem of how to deal with the scrolling in a two-player game of this nature – cleverly, they've made the old difficulty of one player disappearing off the screen when they got too far behind into the central concept of the game. Now, if you manage to get far enough in front of your opponent that he disappears from view, you score a point – score a certain number of points and you've won that game, without any of that tedious driving-round-the-course-a-certain-number-of-times malarkey. *Micro Machines* is a great game in its own right, but with the two-player mode in operation it's *DynaBlaster* time all over again – top entertainment of the first order.

"It's looking, it must be said, pretty fabulous"

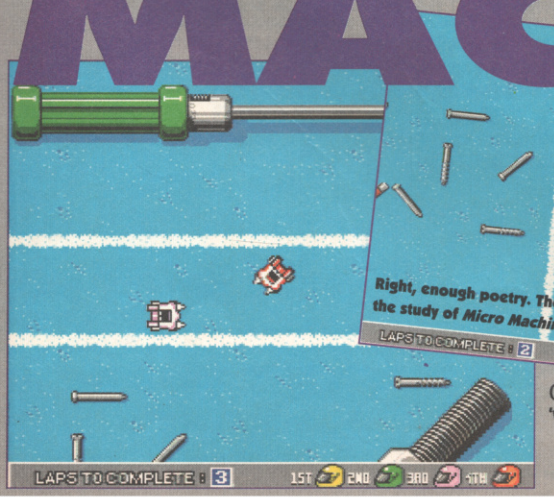
The creators speak: "That wasn't very 'briefly', was it? Now I've hardly got any space to tell you about the game, and I really wanted to say..." *(I'm sorry, we haven't got any more space. – Ed)*

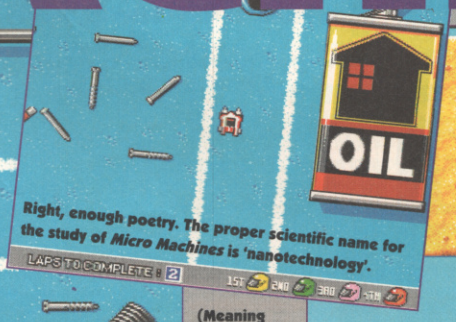
Verdict so far: Amiga *Micro Machines* is all but indistinguishable from the Mega Drive version, one of the finest top-view racing games the world's ever seen. Need we say more?

● *STUART CAMPBELL*

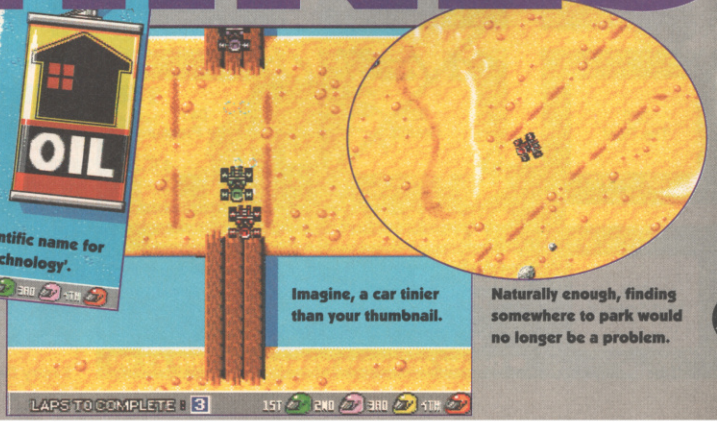


MICRO MACHINES





(Meaning 'very small'.)



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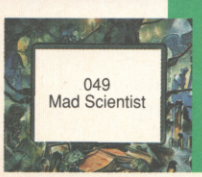

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GAMES

"Rainbows on roses and whiskers on kittens" goes the song, but it's not only Nazi Austrian nuns who have favourite things. Anyway, you've had to wait a whole month to find out what we've been up to recently, so let's get on with it!

JUST WHO DO WE THINK WE ARE?

LINDA BARKER

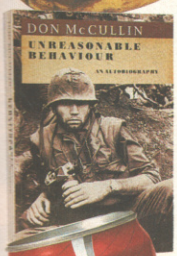
Plucky Cockney lass Linda's been doing some more recovering this month, helped along by quite literally hundreds of letters from AMIGA POWER Production Editor Dave Green. "The sooner you come back and we can lob that clueless Scottish midget out of a high window, the happier I'll be." "Who's that?" queried the recollectionally-challenged supremo, with a chirpy grin.

STUART CAMPBELL

"I think he means me," growled the belligerent Pictish Dep Ed, ripping his perfectly rebuilt teeth through a wiggly worm chew. Since his attendance at an exclusive preview of Jurassic Park, he's apparently taken on the persona of the fearsome T-Rex, which involves him crashing through our office electric fence every night and getting AP team members to shine torches at him.

LISA KELLETT

Lisa's also seen Jurassic Park, and returned to the office with glowing reviews of it, plus the obligatory armful of jammy doughnuts. "It's great!" she enthused. Part-time film reviewer Lisa's also recently taken in Cliffhanger ("It's great!"), Super Mario Brothers ("It's great!") and Tribal Bushmen Of The Kalahari, which Lisa reckons is, and I quote, "Great!" Anyone see some sort of pattern developing?



MARK WINSTANLEY

In one of his infrequent lucid moments, and conveniently following in the same vein, Mark took time out from polishing his firearms to visit his local 'flea pit'. Inspired by Falling Down, but missing the point entirely, Mark now storms out of work every day and quite literally *falls down.* "Michael Douglas never got his knees this scabby, and I've not shot anyone yet," he moans. Oh dear.

JACQUIE SPANTON

In an 'out of cinema' experience, we've sadly had to say "Goodbye forever" to Jacquie this month. After a particularly rough night, she was forcibly entered into the Betty Ford Clinic at Her Majesty's Pleasure by order of a magistrate, where she's expected to remain until the 'drying out' process' is complete. The clinic recently issued a statement to the effect that they expect this process to take approximately "one hundred and seven years."

TIM TUCKER

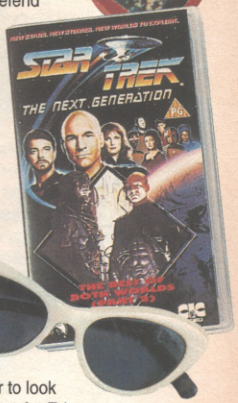
Tim, of course, couldn't just stand idly by and allow this to happen to his fiancée without taking some kind of supportive action. One crash course in vodka drinking later, a slightly more-confused-than-usual Tim could be seen staggering towards a local church to seek sanctuary for himself and his love. Sadly, in his inebriated state, he walked in front of a bus and was killed instantly. Bye, Tim.

DAVE GREEN

Movies, movies, movies, it seems like we've all been watching them this month, and we were all surprised to find that our extra-terrestrial Prod Ed Dave is a fan of weepies. "I do love a good cry at those sad endings," he admitted. "The Thing, Alien and War Of The Worlds, I love 'em," he sobbed, "but why do the good guys always cop it at the end?" Somehow I think he's got a novel viewpoint on our Earthling culture.

TIM NORRIS

AP's most prominent ex-public schoolboy Tim favours films that show the British Empire at the height of its powers. "Anything involving long runs across moors and headmasters thrashing small boys is good for me," he said. "I especially enjoy scenes of good honest soldier lads spilling their life-blood to futilely defend desolate corners of the Empire." Fortunately no-one was listening.



DAVE GOLDER

Dave tends to forego the silver screen in favour of his home video collection, a microwave meal for one and a litre of Tab Clear. "I've got all 68 tapes of Star Trek – The Next Generation," he confessed. "First I watch them in sequential order, which takes about a month, then I watch them all again, but in reverse order. Finally, I like to mix them all up and play them back any old way." My oh my Dave, how those long evenings must just fly by. Live long and prosper.

SAL MEDDINGS

The only good thing about the unfortunate incarceration of Jacquie is that Sally Meddings returns to AP after a break of almost a year. Sal's not seen any movies recently, but what with her new job and her inordinately cute daughter to look after *and* the ritual indoctrination ordeal that has made her the mightiest Art Ed ever to lay out a magazine, we kind of let her off. This time.

JONATHAN DAVIES

Jonathan considers even videos to be "too fancy", in a similar way to how the Amish people of Pennsylvania frown upon zip fasteners. "I've got a ViewMaster and a single story disc," crooned the sultry strategy games guru, "and I watch it daily in a darkened room. The 3D really is great, and I find that one story's enough excitement for me." It's such a shame, isn't it?

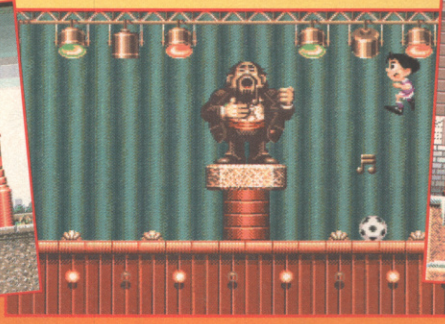
RICH LONGHURST

Rich thinks he's written a blockbuster and really can't see why no major studio has bought the idea off him. "It's a similar idea to In Bed With Madonna," babbled our long-suffering contributor, "but it's called In Bedsit With Morrissey, and will star the greatest living musician of our time. I could direct it, and I've got this uncle, right, and he's got a chain of video libraries..."

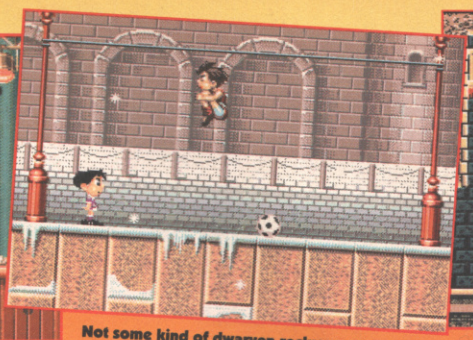
How does our scoring system work, then?

1. We tell it like it is. We think very carefully about our reviews and games get the mark we think they deserve. Good game or bad, we'll make sure you know what we think.
2. Rating systems get confusing so we give a single percentage mark and a few summing-up sentences.
3. We haven't got time for third points.

This is Gareth (I think). He's a Welsh rugby player, so he shouldn't give you too much trouble (ho ho).



'Pavarelli' here is the boss of the Italian level, and he's armed with some deadly off-key notes. Alarmingly, he's already turned your shirt purple – watch out, or you could be next! *(What? – Ed)*



Not some kind of dwarven recluse as you might be thinking, but in fact a petite Russian gymnast boss chick who packs a mean jack-knife somersault.

TIRED OF BEING BOSSED AROUND

SOCCER

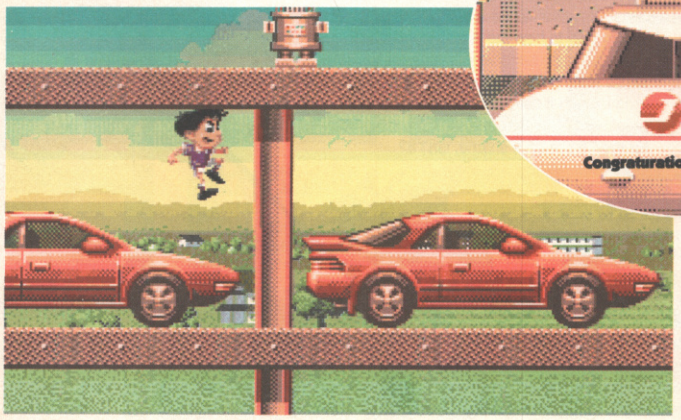
There's top-class footie action in this gorgeous platformer, firmly pitched at folks

Game: Soccer Kid
Publisher: Krisalis
Authors: Neil Adamson, Nigel Little, Matt Furniss
Price: £29.99
Release: August 26

Nice to see the hardware being used for once, anyway. After a spate of games not recognising the presence of a second drive, here's a game that recognises up to three extra ones (the game comes on four disks), and extra memory as well, so that if you've got some ludicrously expanded six meg A1200 or something, you can load the whole game into memory in one go and never have to access any of the disks ever again. It's ridiculous that I should even be having to point this out in 1993, but since it's still the exception rather than the rule, it's got to be done. Brownie points aplenty to Krisalis, then.

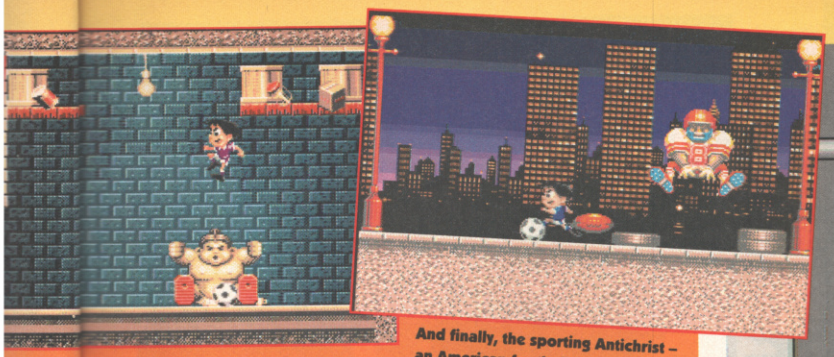
But on with the show. Space aliens have stolen the World Cup (oh god). Hilariously, though, they crashed into an asteroid while making their escape, and the World Cup fell back to Earth, albeit broken into five pieces. Strange gravitational quirks (or something like that, probably), however, caused each piece to land in a different country. (Is it just me or do game plots really depress you? Yeah, thought so, it's just me. Ah well.) Keen footie devotee Soccer Kid takes on the mantle of the Pickles of his generation (unnecessarily elitist gag for veteran football supporters there, but I'm not sorry – 96% of our readers are male, and if you're a boy and you don't like football there's something wrong with you, so nyah boo sucks), and decides to rescue the trophy himself before the USA World Cup '94

Clearly, Soccer Kid isn't suffering any of the old 'tied down with battleship chains' problems often found in this situation.



Making his way along the Japanese Bullet Train stage, Soccer Kid gets fatally distracted by some top imported consumer goods. You're too young to drive, Kid, get on with it!

Oblivious to danger, Soccer Kid risks a catastrophic rake/bottom incident in search of a few Everton mints. In this game, it's sweets that make prizes, not points.



The Japan boss is, naturally a sumo. Who appears to be about seven years old. How strange.

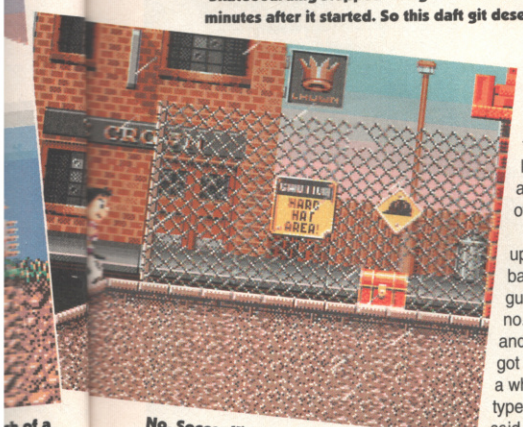
And finally, the sporting Antichrist – an American footballer. Now he really does want a good kicking.

"Well, Betsy, I didn't think you and me'd be seeing action again so soon. Hi-ho!"

KID

who enjoyed *Arabian Nights*. Or anyone who didn't, for that matter. Or anyone sort of inbetween.

Skateboarding stopped being even remotely interesting in about 1975, about 20 minutes after it started. So this daft git deserves everything he gets, if you ask us.



No, Soccer Kid, that's a football, not a hard hat. What's the matter with you? Can't you read? Oh no! Mind the oranges, Marlon!

tournament becomes even more of a disaster than it's going to be anyway. Naturally, the inhabitants of the five countries he's going to have to travel through (namely England, Italy, Japan, Russia and America) aren't too chuffed about the violation of their borders, and etc etc.

But Soccer Kid doesn't just beat up the inter-continental bad guys with a baseball bat, or zap 'em with a laser gun, or even jump on their heads. Oh no. Soccer Kid is armed in a different, and perhaps more plausible way – he's got a football. Not only that, but he's got a whole armoury of special football-type moves to use in conjunction with said weapon, including headers, overhead kicks and, er, other ones as well.

Now while taking out the baddies with your football in various interesting ways is very novel and cute, it's also a bit on the fiddly side much of the time – you have to stop, line up your shot, get into trick shot mode and then actually do it. This all looks great and stylish and everything, but it can really slow the pace of the game right down on occasion – sometimes when you're zipping along, you'd give anything just to be able to jump on a baddie's head and sort him out there-and-then without a load of hanging around. In fact, this is probably my biggest gripe with the entire game – what's the point in doing a fast-moving game with super-speedy super-slick scrolling, when you hardly ever get to go at full tilt? It annoyed me in *Sonic The Hedgehog* (damn! Sneaked up on me, sorry), and it annoys me here.

"You have to think about every baddie you clobber"

COMPARE AND CONTRAST

Actually, now that I come to mention the blue spiky one, I'm suddenly struck by an unexpected familiarity. (Yeah, I know, this is a stupid idea, we're all sick of Amiga games being compared to *Sonic*, especially ones like *Zool* which aren't anything like it at all in any real sense, but I've started so I'll finish.) While *Soccer Kid* doesn't really feel like any other Amiga game, it occurs to me it's more similar to *STH* than you might imagine. They've got very similar pacing, some of the same power-ups (especially the speedy boots, although at least here they make you invulnerable for a while so you get a bit of a chance to use them properly, instead of just running helter-skelter straight into the first baddie in your path), and some deja-vu-tastic bits of scenery (like the jumping fish under the bridges on the Chinese world). The two games are structured distinctly similarly as well, with a small number of worlds (five in this case, compared to *Sonic's* six), each divided up

BUSTIN' MOVES

A thoroughly stylish backheeling effort there...

Swiftly followed up with some nifty balancing. Top stuff, Brian.

Oh look, it's the Goodyear blimp. Er, or something a bit smaller.

Whoops! Darned banana skins all over the place...

"Jesus! This is what I *call* a Force 10 gale, and no mistake!"

Hmm. Didn't quite get the old knee over the top of that one.

"Frankly, I don't think these captions are very good. I'm bored now."

I hope this hatches soon, it's not comfy.

into three sub-levels with a boss at the end, and bonus sections which you reach by collecting objects in the sub-levels (in *Sonic* it was Chaos Emeralds, here it's bits of the World Cup). But I'm getting off track a bit, and I haven't even started to tell you what a fab game this is yet. Er, could we pretend the review starts here, yeah?

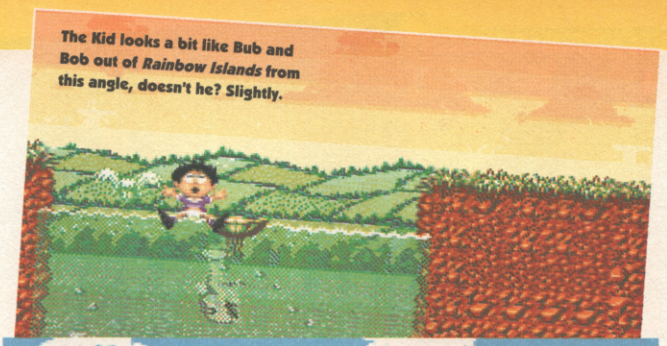
Fans of *Arabian Nights* will feel on familiar ground from the off here, as *Soccer Kid* is written with the same basic game engine. If for some perverse reason you didn't like *Arabian Nights,* don't let that put you off – *Soccer Kid* isn't quite so inertia-ridden control-wise, and there isn't much in the way of puzzle-solving to distract you from the platforming action. Mind you, to be honest, there isn't much platforming action either, technically speaking. This is a platform game in much the same way that (here we go again) *Super Mario World* is a platform game, ie there are platforms in it, but most of the gameplay consists of going in pretty much a straight horizontal line from left to right, dodging obstacles and smacking up any baddies encountered on the way. (This is as opposed to a platform game in the *Harlequin* or *Zool* sense, where finding your way around a maze of platforms is the central theme in itself.) And that's not intended as a criticism, by the way.

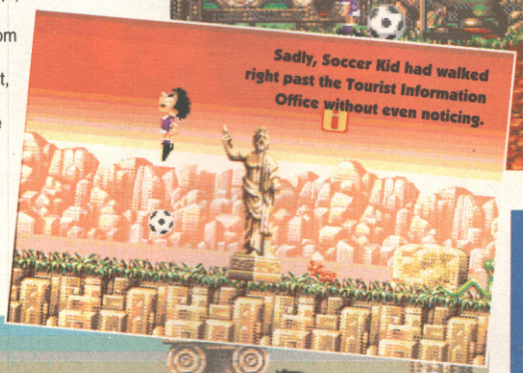
So, let's recap: it's the same as that great platform puzzler *Arabian Nights,* but without the puzzles. Or the platforms. And it's really original, but it's a cross between *Sonic* and *Super Mario World.* Oh dear. I'm not getting this across at all well, am I? Let's talk about something else.

One way in which *Soccer Kid* isn't like *Sonic* or *Mario* at all is in its difficulty setting – it's a bitch and a half, and then another bit, and then another entire bitch on top of that (ugh, what an unpleasant mental picture I've just formed. Bits of dog all over the shop. Yeuch). You have to think about practically every baddie you clobber, and the platform-leaping isn't the easiest you've ever seen either. The first couple of levels aren't too taxing (but they're no pushovers), but by the time you get to the second or third worlds it starts to get really fearsome, and by the end it's just horrifying. Krisalis' main playtester reckons that even when you've got really good at this, it'll take about five-and-a-half hours to play through from start to finish (ulp!), which means it's just as well there's a password system (a last-minute addition from the Krisalis boys, on the strongest recommendation AMIGA POWER could possibly muster) or no-one in the world except maybe Lloyd Grossman from TV's Through The Keyhole would have an snowball's chance in hell of seeing the end sequence. And frankly, even he'd be struggling. Even with passwords you won't polish this one off in a hurry, and in value-conscious days like these (especially with the game selling for a distinctly naughty £30) that's a good thing in my book. (Stuart's Big Book Of Really Good Things, just £49.99 from any unscrupulous bookshop.)

Right, so it's got lots of the good bits from *Sonic* and *Mario* and *Arabian Nights,* it's fast, original, and big and hard and clever. We're finally getting somewhere now. But the REALLY brilliant things about *Soccer Kid* are *(Snip! – Ed)*

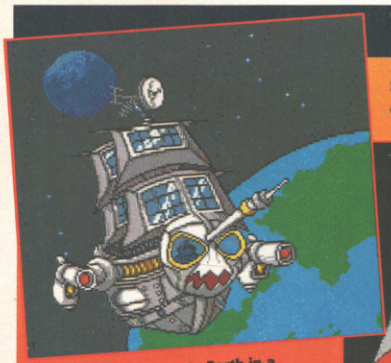
● ***STUART CAMPBELL***





"Bits of dog all over the shop. Yeuch."

THE PLOT – A CONDENSED VERSION



UPPERS Hang on, you can't '(Snip! – Ed)' me, right now I AM the Ed! *(I'm the voice of your professional conscience. We were out of space, and you were just wibbling. – Ed)* Look, stop that! *(See, you've over-run into the 'Uppers' box now. – Ed)* Alright, alright, but if I do the 'Uppers' now, can I get a little PS at the end of the review to put all the good stuff in? *(Okay, but get on with it. – Ed)* Beautiful graphics, a great central character, a few neat ideas and a feel unlike any other platform game I can think of. *(Except...well, we've covered that already. – Ed)*

DOWNERS Gorgeous though they are, the graphics are a little samey sometimes (although, let's face it, most cities do look pretty much identical these days), and the music's horribly cheesy throughout. And I'll take two percent off for having to kill rats, too.

THE BOTTOM LINE

A deeply gorgeous platformer, even better than *Arabian Nights,* but not quite as good as *Yo! Joe!* Right, can I do my last bit now? *(No. – Ed)* What? But you said... *(I lied. – Ed)*

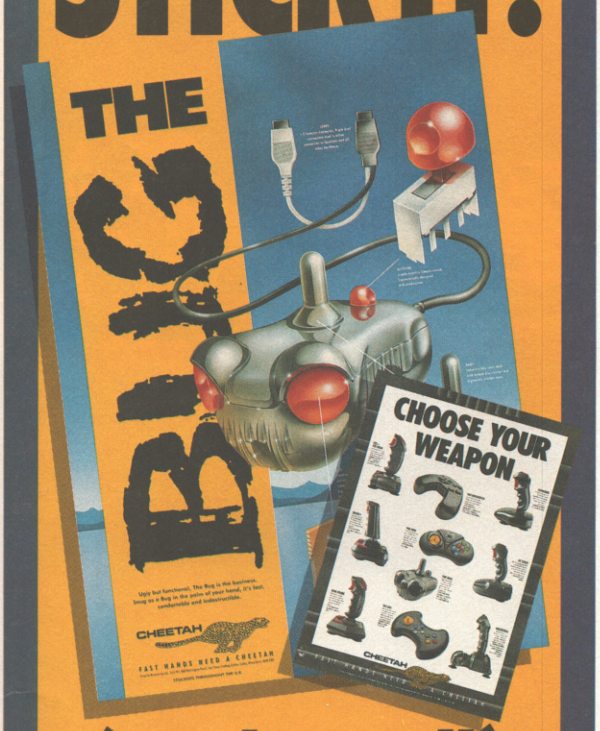
88 PERCENT

THE BOTTOM LINE

A1200

(There's a dedicated enhanced version on the way, but this version runs fine on the big machine, using the two meg RAM for reduced loading. – Ed)

STICK IT!



(on the wall)

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AMIGA POWER SEPTEMBER 93

AMIGA POWER

Game: Blob
Publisher: Core Design
Authors: Jonnathan Hilliard (code), Billy Allison (graphics), Martin Iveson (sound)
Price: £25.99
Release: 1st September

Cor! Original 3D amorphous puzzley action! From Core!

BLOB

A couple of weeks ago I went for a trip to the seaside (Weston-Super-Mare to be precise). Things had been a bit stressful at the office on the last issue and I needed a break, you know how it is. So there I was, strolling down the pier (well, battling my way down the pier in the face of a Force 9 typhoon, actually, but that's not important right now), heading for the arcade for a few games of bingo and a '99', like you do, when my attention was attracted by something written on the beach below. About halfway along the pier, in a huge expanse of virgin sand that there were no people within 200 yards of, in really neat 'handwriting' about three feet high, was the phrase "Here is a place of disaffection – TS Eliot". I was thrown off my stride a bit by this sudden unexpected discovery (which was unfortunate, because the momentary loss of concentration allowed the wind to seize me in its grip and I went staggering into a small child, causing his candy floss and fluffy Hulk Hogan teddy bear to become fused into one sticky entity), but not quite as much as I was by the sudden unexpected arrival out of nowhere this month of probably the most original game I've seen this year.

"It's ridiculously entertaining just to bounce around"

Reassuringly, *Blob* seems to have come as almost as much of a surprise to Core as it did to us. It popped through their letterbox up one day in a practically-finished state as a sample of work from coder Jonnathan (sic) Hilliard, impressing the Core boys and girls so much that they bought it up on the spot. It came to us in an unassuming, "Oh, and by the way we've got this – you might like to have a look at sometime" kind of way, which made it all the more pleasant when it turned out to be so fab.

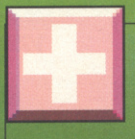
You're doubtful, aren't you? You're looking at the screenshots and going

IT'S ALL JUST A LOAD OF BLOCKS TO ME, GUV

Inexplicably, Blob's world is made up entirely of square-shaped blocks, all of which have different properties and ways of affecting Blob's life. Here's just a selection...

These tiles don't actually do anything to Blob, but they do offer a timely suggestion as to which would be the best way to go next. Mostly.

Squares with puddles on them absorb Blob's bounciness on impact, and hence are impossible to get much height from.



A painted tile, which you've just painted.

The charmingly-named 'Spewer' throws out various types of projectile which can slow down, damage or kill our plucky Blob.

Some tiles contain little hives which can be broken to reveal 'spods', or baby Blobs. These follow you around and sometimes have to be taken to the exit to activate it.

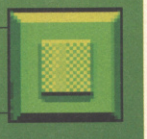
Message tiles contain cute little scrolls which give you useful hints and tips (like 'Go up, dude!'), or level passwords.

Shooter blocks fire bullets alternately left and right, mindless of the possible danger to life and property.

Some blocks have incredibly powerful fans mounted on them which Blob can hover on.

Cracked tiles are a bit on the perilous side – a couple of good firm bounces and they'll disintegrate beneath you.

Switch blocks do a variety of things, but mostly they're concerned with making other blocks materialise out of the ether, usually in a helpful way.



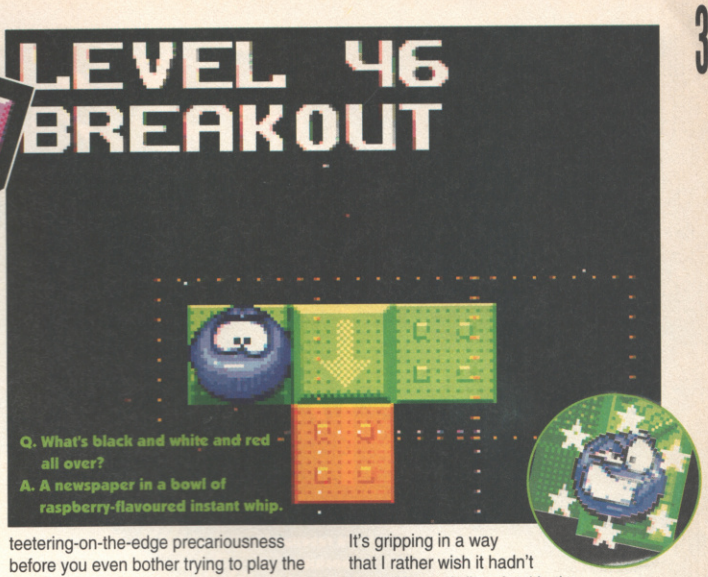
"Doesn't look like much to me. Reckon Stuart's having another one of his 'funny' turns. Yup." But you're wrong. Think about it – how many games actually make you shout at them? How many games get you flinching on the edge of your seat? How many games give you a dizzying sense of terror in the pit of your stomach when you fall down a hole? This one does.

Blob's a bouncy ball, and he lives in one of those strange, alien worlds where the only way to pass the long sunless days is to bounce around on a series of platforms suspended, quite literally, in space. Sometimes he likes to paint the platforms different colours, sometimes he likes to wander across the walkways finding little lost baby Blobs and rescuing them, and sometimes he just bounces around for the sheer hell of it. Mostly, though, what happens is that he slips, ricochets or otherwise falls off the edge of the platforms, and plunges into the bottomless void to his presumed death.

TAKE YOUR BRAIN TO ANOTHER DIMENSION

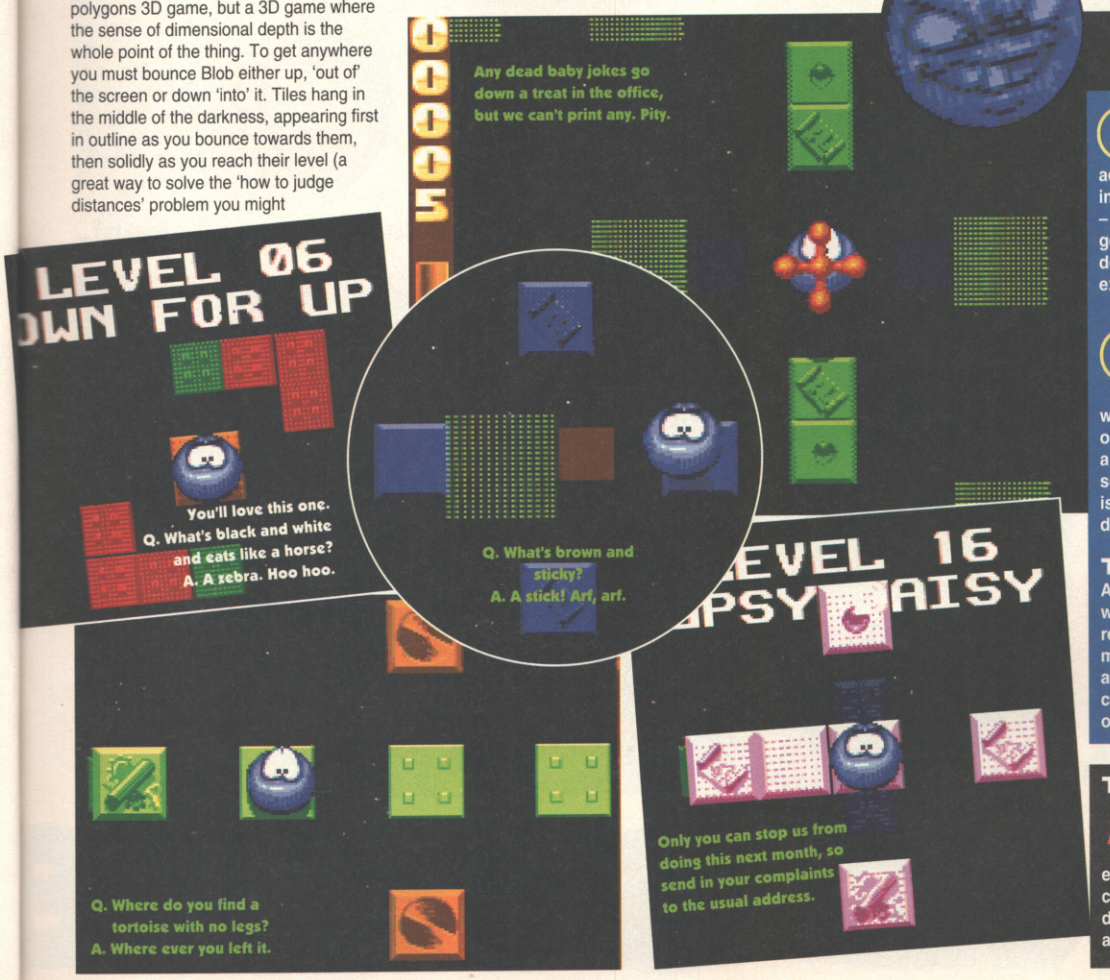
Y'see, *Blob* is a 3D game. Not your everyday boring old vector-graphics-and-polygons 3D game, but a 3D game where the sense of dimensional depth is the whole point of the thing. To get anywhere you must bounce Blob either up, 'out of' the screen or down 'into' it. Tiles hang in the middle of the darkness, appearing first in outline as you bounce towards them, then solidly as you reach their level (a great way to solve the 'how to judge distances' problem you might otherwise expect), and disappearing quickly into the void as you leave them behind, creating a scary atmosphere of isolation and uncertainty. A misplaced nudge on the joystick and you're falling, falling down into the inky blackness, becoming smaller and smaller until you disappear from view entirely, somewhere around where I imagine the cathode-ray tube of your TV set used to be. It's really quite frightening.

And that, if you'd also care to check out the 'Load Of Blocks' box elsewhere on these pages for a little more technical detail, is pretty much the extent of it. Much of the beauty of *Blob* lies in its utterly graspable simplicity – unlike some puzzle games you can work it out almost totally without recourse to the instructions, and it's ridiculously entertaining just to bounce around for ages marvelling at the sense of teetering-on-the-edge precariousness before you even bother trying to play the game properly. When you get into it, the gameplay isn't really that far removed from *One Step Beyond*, say, (with a few baddies thrown in), but the viewpoint makes it feel like nothing else you've ever played (unless you've got an old Speccy or C64 and a copy of *Bounder*, that is).



It's gripping in a way that I rather wish it hadn't been this week (it arrived in the last week before this month's deadline, and I really shouldn't have spent the best part of three days with it before I wrote the review), and being so unexpected just made it more of a treat. We broke several of the natural laws of time in order to get you some levels for a coverdisk demo, so I hope you appreciate it as much as I did. This is wonderful.

● *STUART CAMPBELL*



UPPERS Brilliantly original (as far as the Amiga goes, anyway), maddeningly addictive, and eerily vertigo-inducing. Blob's a top character, too – you really feel for him when he gets hurt and does his sad puppy-dog eyes. Even if he does look exactly like Putty.

DOWNERS It would have been good to have some kind of instructions at the start of each level as to what your exact objective is – later on you have to tool around for quite a while before you work out which sort of level it is. And cute though it is, you should be able to cut the death sequence short.

THE BOTTOM LINE

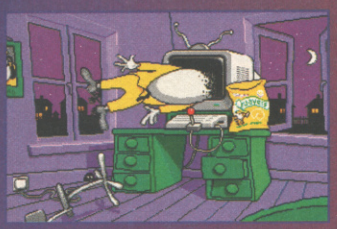
A superb original arcade puzzler with tons of character, and a refreshing change from, well, pretty much anything. Yet another great game that could only ever happen on the Amiga.

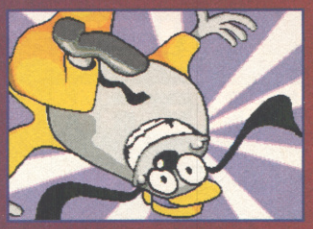
88 PERCENT

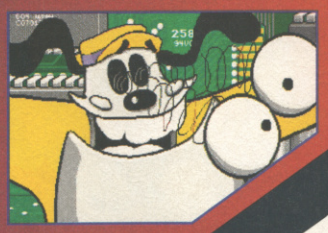
THE BOTTOM LINE

A1200

It's as different to the A500/600 version as two things that are exactly the same, but would 256 colours really have made any difference to a game like this anyway? Of course not.







Product placement has, for a long time now, been a way for film producers to generate extra revenue by showing consumer items in prominent positions throughout their movie. Who could forget the Coke can in Falling Down, the Beretta 92F Parabellum in Lethal Weapon 3 or the Sears and Roebuck hoes used in Sommersby? Well, now it's happening in computer games. Apparently.

THE INTRO BIT – COLIN FINDS QUAVERS IN COMPUTER

Game: One Step Beyond
Publisher: Ocean
Authors: In house
Price: £19.99
Release: Out now

Never in my life have I been a great fan of crisps. Or chocolate, or fizzy drinks for that matter. Given the choice of masses of over-processed, over-priced foods, I tend to turn away in revulsion and opt for a pint of semi-skimmed milk, a banana and a small handful of cashew nuts every time. However, full-time production editor and part-time human Dave Green was quick to point out that snack foods form a sizeable part of many people's diets and are also a multi-million pound industry in their own right, so I thought this would be an appropriate time to take you into the incredible world of poorly-researched – *Snax Facts!*

● ***SNAX FACT:*** Although Colin Curly (that funny scamp who features in the game *One Step Beyond)* has always worked for Quavers, he'll have recently found a new name on the bottom of his pay cheque, as Quavers are now owned by Walkers, whereas previously they were made by that great British institution, Smiths Crisps.

● ***SNAX FACT:*** *One Step Beyond* may be the second game to carry the Colin Curly moniker, but curiously it's the first to actually feature the character. *Pushover* starred a strange little ant bloke, but Colin features heavily throughout *One Step Beyond.* In fact, he's the only character in the game. Just as well that he's well-animated then, with each jump, fall and trampoline done in the same style as the character that implores you to buy, buy, buy. There's the obligatory funny bit where he looks bored when nothing happens for a few seconds, a great bit where he starts a jump looking all happy and self-satisfied, then worried when he realises he's going to fall, and even that bit where he goes all curly. Just like in the TV advert.

Colin shows his joy at finishing each level by going all curly, before then jumping into a packet of, hey, Quavers(!)

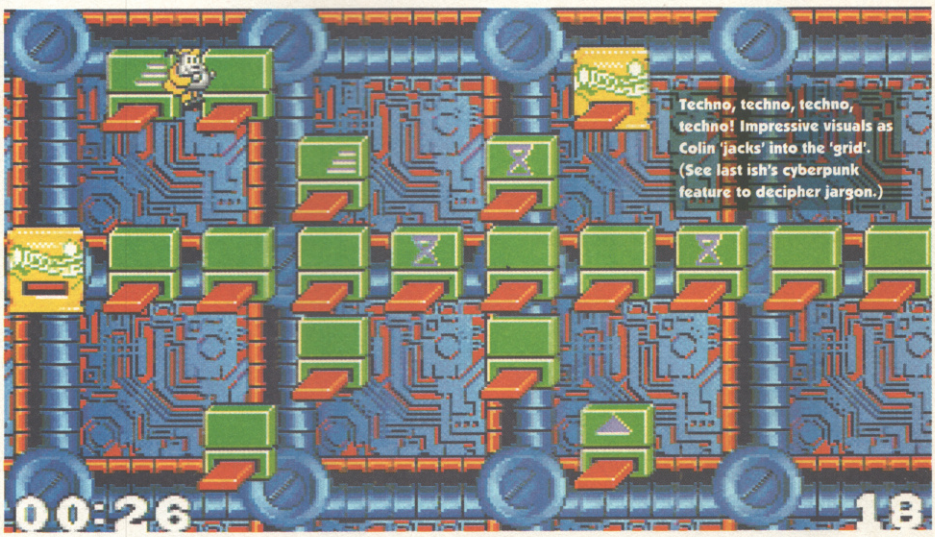
● ***SNAX FACT:*** By the end of this year, the setting up of the Economic Community will affect even crisp consumers. Directive 92/15, as ratified in Brussels this June, states that all crisps must conform to the EC Homogeneous Colour Group Packaging Restrictions (Potato Snacks, Fried) which will bring all wayward producers into line. From November 23rd of this year, it will be technically illegal to put cheese and onion crisps in bags of any colour other than green. Similarly, roast chicken flavoured must be packaged in orange, and unless prawn cocktail are bagged in pink, the producers will be liable to a hefty fine and even long prison sentences. At the time of writing, the company that offends the most are Walkers, who use blue packs for cheese and onion, green for salt and vinegar and red for ready salted. These are in DIRECT VIOLATION of the EC directive, and unless they change their ways soon, could bring about a managerial incarceration bigger than the Guinness scandal of the late '80s.

● ***SNAX FACT:*** Although they share the same name, Robert Smith has nothing to do with Smiths Crisps. A good way to tell them apart is this: Robert Smith is the overweight singer of The Cure, who's yet to realise that his lipstick and make-up image only used to work because he was thin, and the other makes crisps.

● ***SNAX FACT:*** In a similar way, Colin Curly has nothing to do with our very own Colin The Publisher, who's actually our, er, publisher. And not curly at all, in any real sense.

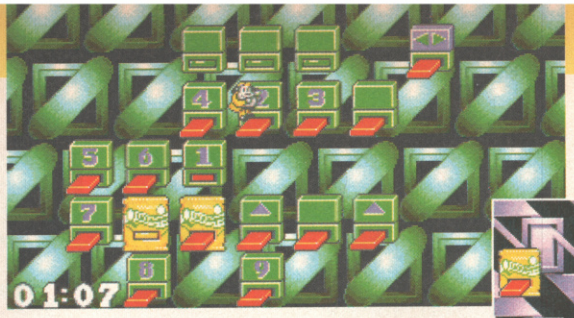
● ***SNAX FACT:*** *One Step Beyond* is a puzzle game, so no nasties to jump on or rings to pick up, just a test of one dog-type animal against a series of platforms and the clock. The idea's to close all the platforms within the time limit,

When it comes to the crunch, this top new Colin Curly puzzler will have you literally quavering with excitement.



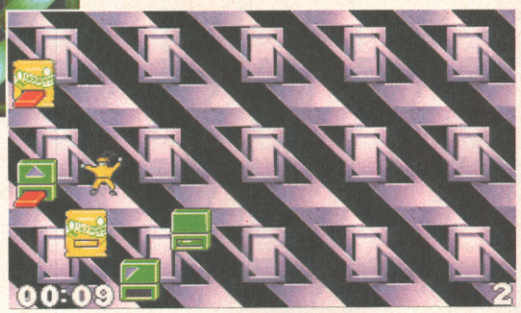
Techno, techno, techno, techno! Impressive visuals as Colin 'jacks' into the 'grid'. (See last ish's cyberpunk feature to decipher jargon.)

ONE STEP



For a low-budget *One Step Beyond* simulation, simply trace a path over the pictures on this page using a felt-tip pen.

Below is Level Two, one of those hopelessly simple levels that gets you into the swing of things without being in any way challenging. And I've still messed it up – oops!



before then jumping into the bag of Quavers, and every time Colin jumps off a platform, it automatically slides shut. This in itself is a bit tricky, as it's very easy to end up stranded at the other side of the screen, with all the in-between platforms already shut, but there's, as a crap TV comedian used to say, more.

● ***SNAX FACT:*** The first crisp was invented by a Mrs Theresa Mulcahey on June 15th 1895. The Mulcahey family had emigrated to Boston from County Cork to escape the twin ravages of despotic English rule and the potato famine, but although they were now living in the land of golden opportunity and plenty, the wily Mrs M found it hard to shrug off her thrifty Gaelic ways. After a hearty evening meal of stew, our Irish heroine was shocked to find that one of her sons (a hard-working lad with a heart of gold) had peeled excessive amounts from the potatoes and, rather than throw these valuable peelings away, she fried them up for a dessert. Voilà, instant crisps. One of these original snacks is now stored in a hermetically sealed jar at the Smithsonian Institute, Washington DC, and is said to be insured for a seven-figure sum.

● ***SNAX FACT:*** You may tuck into a packet of your favourite flavour with relish, but what exactly are you eating? Most crisps have never seen the 'natural flavourings' that they claim to represent, as they've spent the majority of their young lives in a factory. Foods that are 'flavoured' must by law have been briefly brushed against the actual foodstuff they're supposed to taste like, where as such-and-such 'flavour' foods can be chock full of any bizarre blend of chemicals, industrial slurry and 'taste enhancers'.

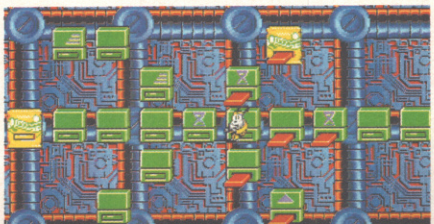
● ***SNAX FACT:*** Many of the platforms in the game have special powers, so when you jump off one kind, for example, all the platforms in the same line will slide shut. Others automatically fire you off in a set direction, while another kind closes after a delay. This is pretty handy, as it means that if you're fast enough, you can hop off it, close a load of other platforms, and then jump back to the magical Quavers packet before it shuts.

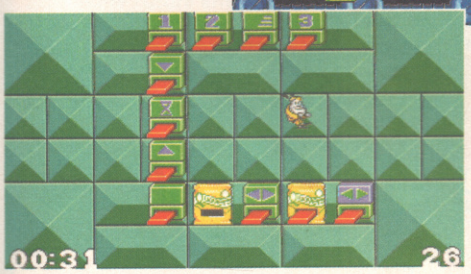
"One Step Beyond looks deceptively dull"

● ***SNAX FACT:*** By correctly labelling the product, novelty snacks such as 'Hedgehog *flavour*' crisps can be put on the market without the wholesale slaughter of Britain's most flea-ridden and all-round crap road-kill victims.

● ***SNAX FACT:*** By not having flashy animated backgrounds or scrolly bits, *One Step Beyond* looks deceptively, well, dull really. Not so, dear reader, in fact the only thing that I detested about it was the tiresome soundtrack with the naff 'boop' noises that seeped out of the speakers every time Colin jumped. Turning the sound down and sticking on my Lloyd Cole tape solves that problem, and working my way through numerous levels is a great way to 'constructively fill' many an hour in the office. Who says all licences are crap? Not us, that's for sure.

● ***MARK WINSTANLEY***





This level's nearly finished, and just requires Colin to go down, right, fired up, left and then you're finished. Got that?

Colin fails to grasp the concept of the game and heads off in the wrong direction.

UPPERS It's got great hook appeal, in that 'just one more level' sort of way, which prompts all of those terrible 'hard to put down' and 'a moment to learn, a lifetime to master' clichés. But they're all true, honest. Colin's such a great character as well.

DOWNERS My Visa and Mastercard bills, they're both pretty big downers at the moment, and the untimely accidental death of Brandon Lee, that upset me immensely. Oh, and pretty much all the sound in this game's pretty poor too.

THE BOTTOM LINE

Following in the tradition of offbeat and extremely playable puzzle games like *Gem'X* and, erm, some others, *One Step Beyond* requires a combination of both mental skill and arcade agility. Okay, so the sound's pretty terrible and you're probably not going to repeat it once you've done it, but with 100 levels, what's the problem?

87 PERCENT

THE BOTTOM LINE

A1200

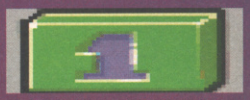
Smooth animation when running on the 1200 (just like the original) and the same old intrusive sound effects. Unfortunately.

BEYOND

HEY, SHADDUP-A YOU BLOCKS

A plain old, ho-hum block that does nothing impressive at all.

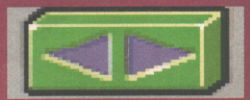
The friendly smile shows that this is safe and never closes.



Numbered blocks have to be shut in the specified order.

These have a time delay on them before they shut.

Regardless of what you do to them, these go in and out.



Jump off this one and – wham! An entire line slams shut.

Conversely, this'll open up a line of platforms. Gee, thanks.

Massively powered, this one'll close all diagonal platforms.

Whether you want to or not, prepare to be fired upwards.

Trapdoor-tastic! You're on a one-way trip, straight down.

Colin performs an impressive double pike as he flies off...

...a feat which won him silver at the Barcelona Olympics.

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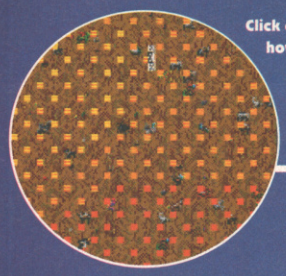
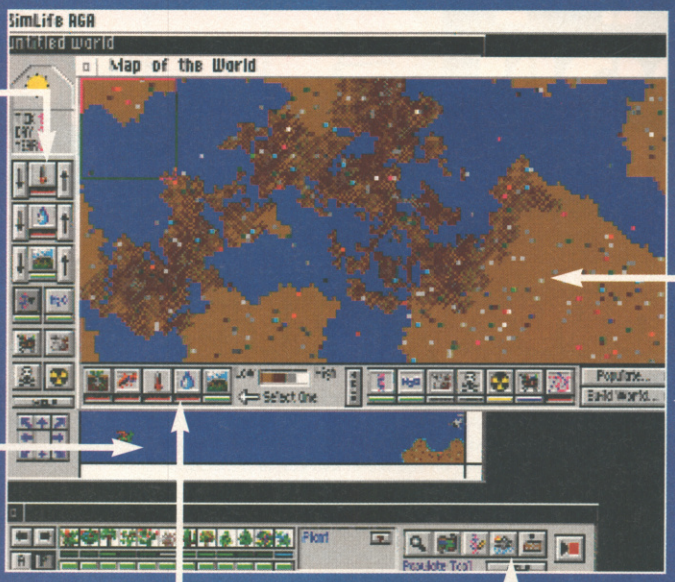
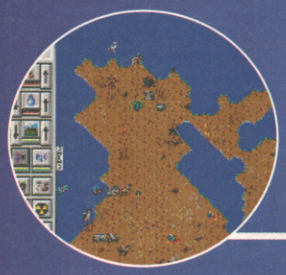


Click on this and all these dots appear, showing how hot it is. Or how cold it is.

As if life wasn't enough of a bitch as it is, this menu contains additional disasters.

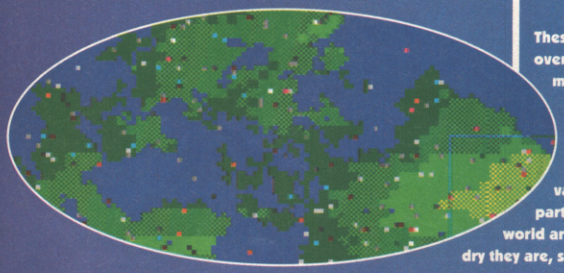


Look at this dot. No, closer. Go on – look at it really, really closely. So closely that your nose is pressed right up against the page. Ah! Ah!



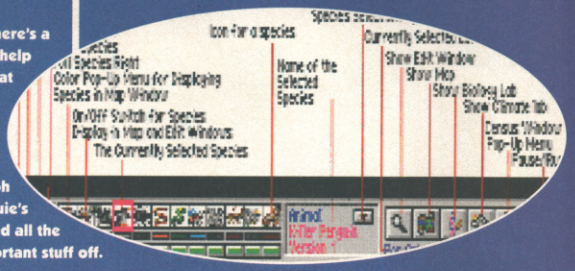
Seeing as how the 'Map of the World' window is covering up the 'Close Up' window, here's a picture of the 'Close Up' window.

This is a white line we've drawn around the picture, kind of like a frame. No, but seriously. This is what you see when you're playing the game – lots of overlapping windows, icons, menus, writing and dots.



These icons overlay the map with colours showing things like how wet various parts of the world are. Or how dry they are, say.

Handily, there's a pop-up help menu that saves me explaining what all these bits do. But – oh no – Jacquie's chopped all the important stuff off.



WHAT'S IT ALL ABOUT, THEN?

SIM LIFE

And on the sixth day (the game does take an awful long time to get going), *Sim Life* created the Rivers and Lakes.

Get a life? Get a complex computer game, more like.

Game: Sim Life
Publisher: Mindscape
Authors: Maxis
Price: £34.99
Release: Out now

Reviewing *Sim Life* was a miserable experience. I knew it would be from the moment I slotted in the first of four disks, switched on the power and was greeted by – not *Sim Life*, but – an installation program. This then asked me for three blank disks and, as I sat and watched, spent the next half an hour 'installing' the game onto them.

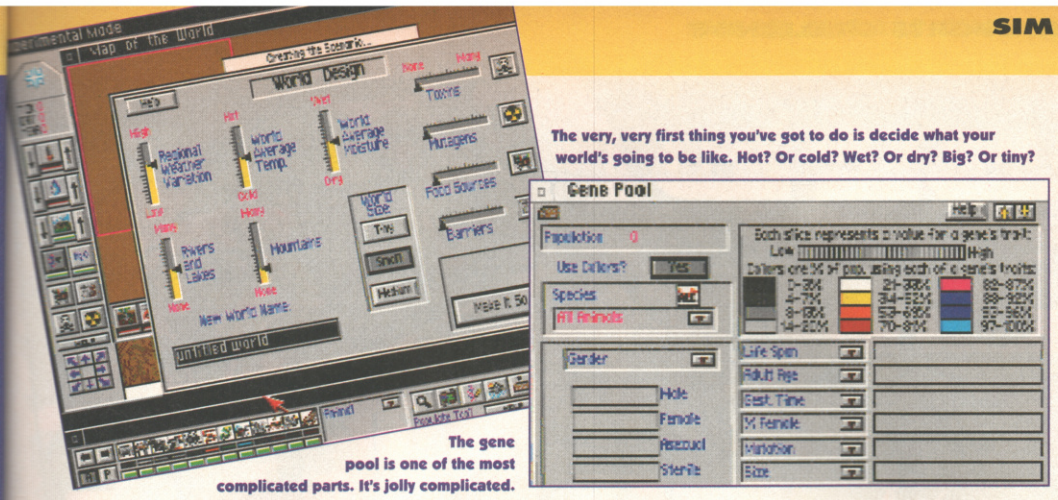
The next portent of doom was the manual. It's 204 pages long, it includes the phrase "as limitless as your imagination", it insists on beginning each chapter with a quote from somebody ridiculous like Douglas Adams (seemingly selected for no other reason than its containing the word 'life'), and, though it makes a valiant attempt to explain how the game works, it really does face an impossible task.

Which means I do, too. Er. Basically what you're doing in *Sim Life* (we'll dispense with this *SimLife* nonsense, ThankYouVeryMuch) is playing around with evolution, watching species running around eating each other and either developing into new species or dying out. (I think.)

"It does compare favourably with *Sim Earth*"

You start off with a lump of terrain, and watch as the program terraforms it and sorts out its climate. (That bit's quite good fun.) And then – wallop – you're confronted by millions and millions of titchy little icons, with no clue as to what each one does, and reams of almost-too-small-to-read writing.

It's back to the manual, from which it's eventually possible to wring the information that you've got to spread plants and animals about the place. You're

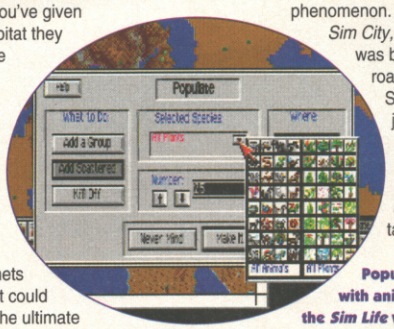


The very, very first thing you've got to do is decide what your world's going to be like. Hot? Or cold? Wet? Or dry? Big? Or tiny?

The gene pool is one of the most complicated parts. It's jolly complicated.

given a selection of pre-defined species to choose from; or you can design your own, giving them names, characteristics and appearances. If you've given them the right habitat they then run about the place eating, mating, and possibly evolving into new species. You can invoke 'natural' disasters, too, if you want, like plagues, and comets hitting the earth. It could be thought of as the ultimate incarnation of *Life*, that really old computer game where little squares reproduce and die on the screen making pretty patterns.

In execution it all seems to work okay. The icons and things are a nuisance, as I said, but they look smart enough. The rest of the graphics – the terrain and the animals – look terrible, but they get the job done and it's hard to imagine how they could be improved without making things even more complicated still. And everything runs at a fair speed.



Populating the world with animals and plants, the *Sim Life* way.

WHAT'S THE MEANING OF LIFE?

Well, that's how it works. But what bothers me is what *Sim Life* actually is, and what the player's meant to get out of it. The manual takes a rather modish view, claiming *Sim Life* to be 'an artificial life playshop/toolkit/workshop', or a 'software toy'. But toys don't require 200-page manuals to be read from cover to cover before you even dare to switch them on.

How about thinking of it as an educational tool? The only lesson I can imagine anyone learning from *Sim Life* is that crap animals die out, and ones that manage to adapt to their surroundings do all right. And I knew that already. But AMIGA POWER isn't in the business of reviewing educational software anyway.

A game, then? In that respect it does at least compare favourably with *Sim Earth* (which I reviewed as well, oddly enough; I'm sure I'll get my reward in Heaven). That really was a tedious, aimless, ill-conceived game. In *Sim Life* you do actually get to do a fair amount of low-level tinkering about with individual animals, plants and mountain ranges. But it's nothing like as much fun as *Sim City*, the game which began (and, as is looking increasingly likely, ended) the 'Sim' phenomenon. The best part of *Sim City*, you'll remember, was building little roads and factories. Setting taxes was just something you had to do every year. *Sim Life* can be seen as 90% setting taxes, with road-building shunted into the sidelines.

I can appreciate what Maxis are trying to create – something you can load up and play with, just to see what happens. But they seem to be going about it all wrong, swamping you with menus, icons, disks, options, instructions, installation programs and squinty writing. It all seems a bit much, especially when you consider that there's not nearly as much to the game as might first appear – it's just eating, mating and evolving.

The result is just plain boring. Not as boring as *Sim Earth*, but still really, really dull, and a chore rather than a pleasure to play. There's absolutely no way I'm reviewing *Sim Universe*.

● *JONATHAN DAVIES*

UPPERS It seems a bit more together than *Sim Earth*, and looks slightly nicer. As is the Maxis way, it does exactly what it claims to – simulating life right before your eyes. Could be okay if you're incredibly patient.

DOWNERS Do they actually try playing these things? It's too weighty and complicated to be a 'software toy' (or whatever), too obvious to be educational, and too aimless and dull to make much of a game.

THE BOTTOM LINE

A1200

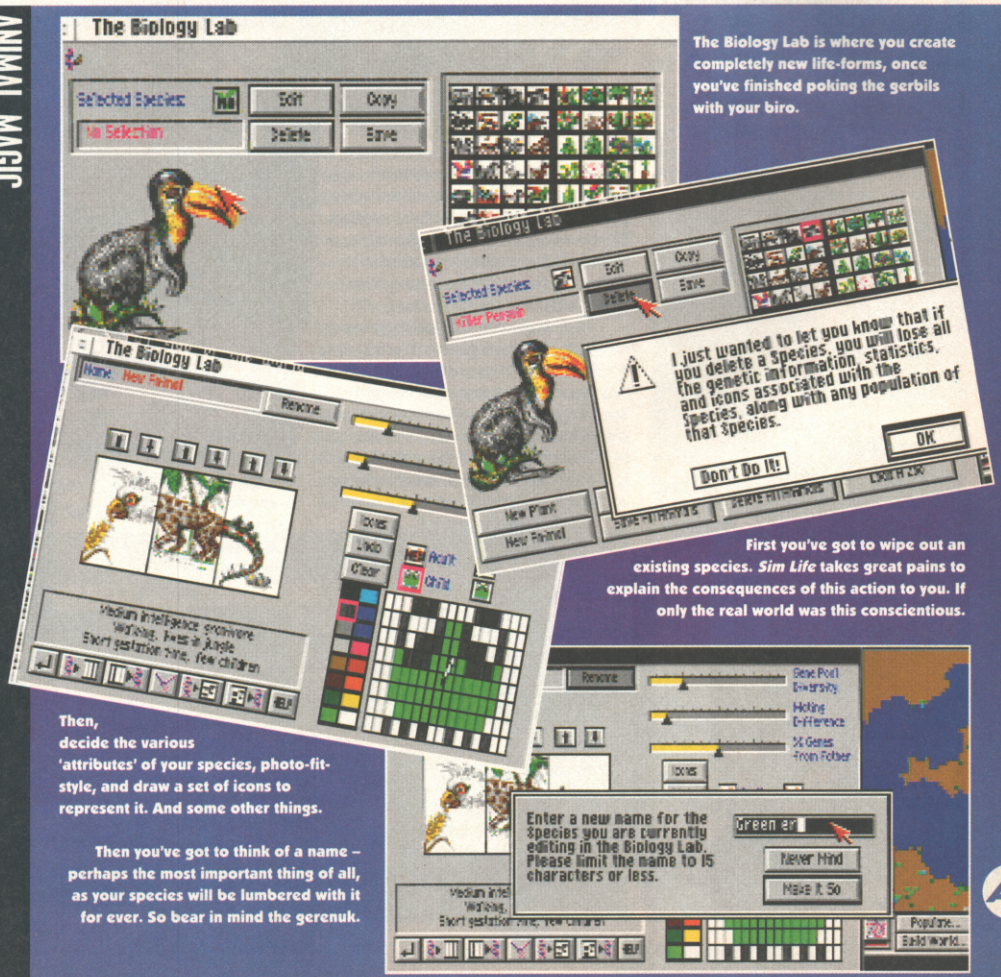
Face it – when you saw 'Jonathan Davies' at the bottom of the review you knew exactly what sort of game to expect. *Sim Life* is over-complicated, tedious and can't seem to makes its mind up what its trying to be. It's a jack of all trades, and a master of one – being boring.

50 PERCENT

THE BOTTOM LINE

This is the first game we've seen that's come out in an A1200 version first (as reviewed here). An A500/A600 one will be along soon.

ANIMAL MAGIC



The Biology Lab is where you create completely new life-forms, once you've finished poking the gerbils with your biro.

First you've got to wipe out an existing species. *Sim Life* takes great pains to explain the consequences of this action to you. If only the real world was this conscientious.

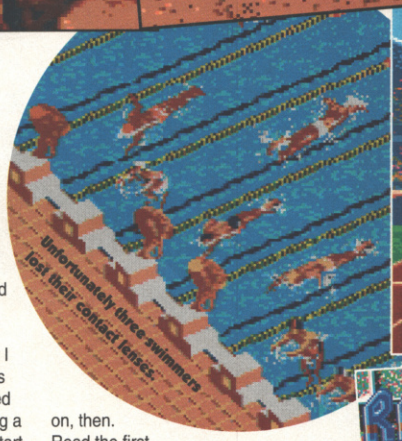
Then, decide the various 'attributes' of your species, photo-fit-style, and draw a set of icons to represent it. And some other things.

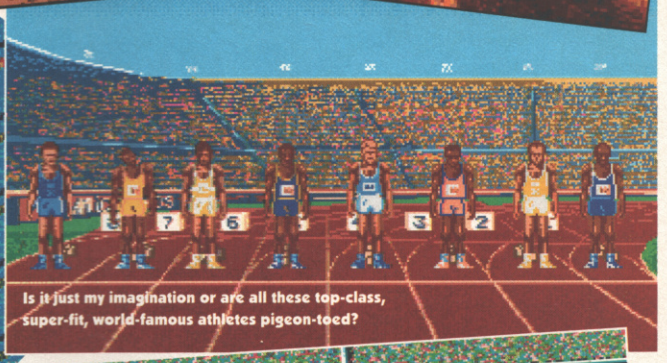
Then you've got to think of a name – perhaps the most important thing of all, as your species will be lumbered with it for ever. So bear in mind the gerenuk.

SUPER SPORTS CHALLENGE

Why do sports games go and put 'challenge' in their titles? It's tempting fate.

Publisher: Super Sports Challenge
Publisher: Daze
Authors: Phillippe Derambure, Francois Garrouste
Price: £25.99
Release: Late August





Is it just my imagination or are all these top-class, super-fit, world-famous athletes pigeon-toed?

Go on. Admit it. As soon as you turned to this page, read the name of the game and glanced at the grabs you thought, "Uh oh, waggle-frenzy". I know I did when I was given it to review. Sports sims and waggling are inextricably linked in the minds of a generation. Like buying a second-hand Mini and having to push start it on rainy wintry mornings. Like watching a US sitcom and cringing at the moralistic bit. Like going to the cinema and finding yourself reciting, "Next door's budgie… The Dog And Duck dahn the 'igh street…" along with THAT ad. Sports sims and waggling are two things that we've come to accept go together.

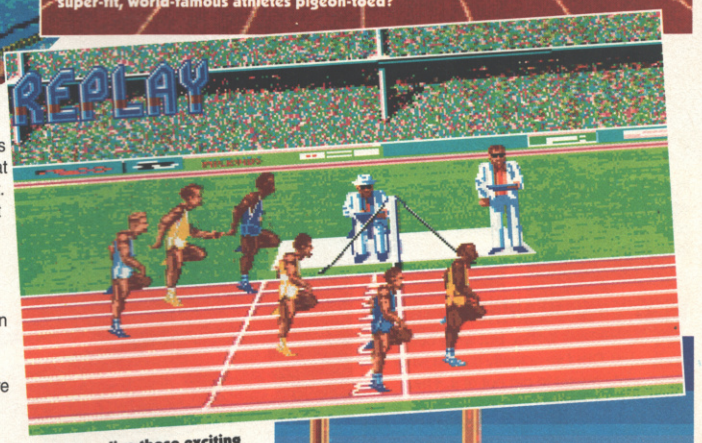
But get this – there is no waggling in *Super Sports Challenge*. I would say it again to make it blatantly clear but the beauty of the written word is that you can read it as many times as you like. So go on, then.

Read the first sentence in this paragraph as many times as you like until you're fully convinced that you have come to terms with the concept. Believe me, there's not even the slightest hint of a twitch or mere suggestion of a rhythmical swaying of the joystick from side-to-side.

Yep, *Super Sports Challenge* has come up with a new system. The question is, does it work? I mean, waggling has been constantly derided over the past decade (and has been the subject of more smutty innuendos than you'd find in a BBC2 repeat season of the entire Carry On series) but the reason it has lasted is because the physicality of it somehow suits the subject – sport.

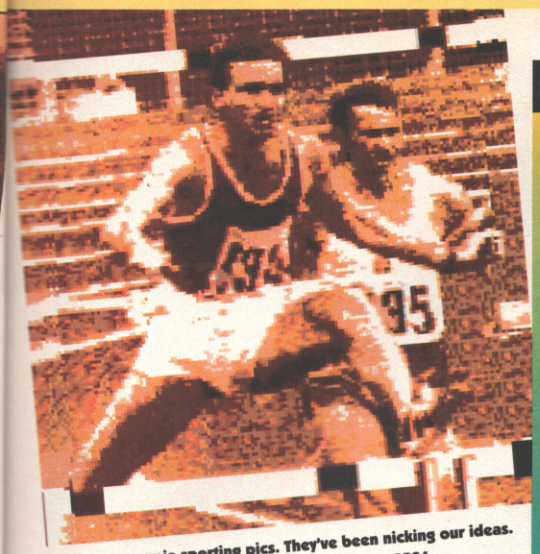
The system used in *Super Sports Challenge's* 10 events uses an energy bar which goes down as the athletes do their thang. By pulling the joystick either left or right (depending on which way they're running, swimming or jumping) you can make them gradually build up speed. And pressing the Fire button gives them a short, concentrated burst of energy. The object is to work out when and how to use each of these techniques to make your athlete perform at the peak of his abilities. For example, in the long jump, the best combination is to start with a slow build-up of speed, then put on a burst just before the jump, but leave enough energy for the jump itself.

So is *Super Sports Challenge* going to cause a revolution in sports sims? Somehow, I doubt. The



You can relive those exciting moments in replays that are only marginally slower than the actual races (or does it just seem that way?)

The control system in the game works better for the field events like the pole vault than with the races.



Hang on – sepia sporting pics. They've been nicking our ideas. But the original is still the best – the cover to AP26.

FOUL JUMPS, EARLY STARTS AND FALLING AT THE FIRST HURDLE

The 100m sprint, which is a rather sedate event in this game.

The long jump – or is it the triple jump. It's difficult to tell.

It's all a matter of getting the breathing right in the swimming.

The high jump is all a matter of not sniggering at the perspectives.

The over-the-shoulder technique for the shot-put doesn't work.

In a break with tradition you don't press Fire to jump the hurdles.

control system works reasonably enough, but it's static and a bit too calculated. Once you've learnt the best way to get your man to do his stuff, it's fairly easy to repeat the formula. Sure, there are loads of other game formats you could level that criticism at, but in, say, an platformer at least there's loads going on to keep you busy. Here there are basically only 10 different things to perfect, so it robs the game of a lot of its excitement.

To be fair, the system does work better with some events than with others. The Javelin event, for example, is one of the best of its type I've played in terms of control. But with most of the events, especially the races, the control system works against them, with the result that they're about as exciting as a live Radio 4 broadcast from the House of Lords.

FOR THE HIGH JUMP

Even worse – rant coming up here – how did the programmers think they could get away with the Triple Jump? It's exactly the same as the Long Jump – your athlete does his skip and jump bits automatically if you hit the Fire button at the correct time to make him do the hop. Very lazy gameplay that makes for a totally redundant event.

"There is no waggling in *Super Sports Challenge*"

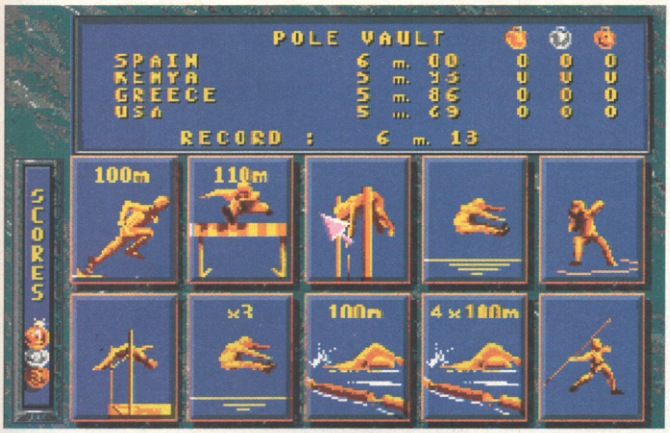
The control system might have had more chance to make an impact if the presentation of the game had been a bit more thrilling. Instead, we get pretty standard fare for a sports sim. The 10 events have all been used hundreds of times before (just for example, say, why do we never get to try our luck at the discus, the speed-walk or the steeplechase?) and the competition mode, which allows up to four people to take part, is the usual format. It's a shame, though, that the shirt colours of the players' athletes are dictated by the player number and not by the team you choose to play as.

The graphics are variable. The swimming events look impressive, and some of the athletes are well animated, but the majority of the graphics are at best uninspired while perspectives in the High Jump make it look like a Picasso had a substantial hand in the design. The score tables are also vile – I reckon they're supposed to look like they're set in marble, but they look more like that really cheap lino you get in DHSS waiting rooms instead.

It's also incredibly slow. In competition mode you're swapping disks like a DJ who's only got one working turntable and the game seems to access the disk every time an athlete transfers his weight onto a different foot – ultra yawnsome.

SSC isn't so much bad as dreary. There are one or two bits that work fairly well, but despite the new control system, it ends up more like being forced to watch your little brother take part in the school county finals in midwinter than a top class international sporting occasion.

● *DAVE GOLDER*



Don't miss this unique offer – eight events for the price of ten. Well, you try telling the triple jump and the long jump apart, not to mention the two swimming games.

UPPERS The Javelin event is one of the best computer throwing events I've played, and the isometric angle on the races is a new twist that works well enough.

DOWNERS Drab graphics, a control system that works against making the events exciting and a predictable choice of events.

THE BOTTOM LINE

I became very weary of this game very quickly. The control system works well with some events but is ludicrously inadequate for others. And I'm sorry, but the Triple Jump was just pointless and a waste of an event. Less than the sum of its parts and they don't add up to much anyway.

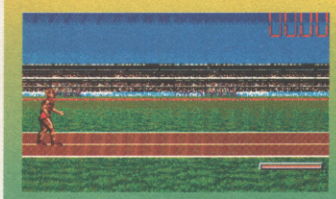
39 PERCENT

THE BOTTOM LINE

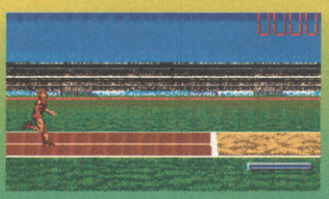
A1200

There'll be an A1200-compatible version along soon (we think), but it'll need quite a few 'enhancements' if you ask me.

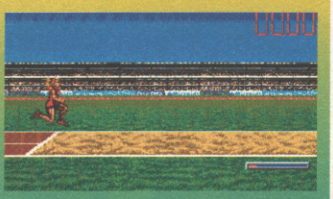
GO TAKE A RUNNING JUMP



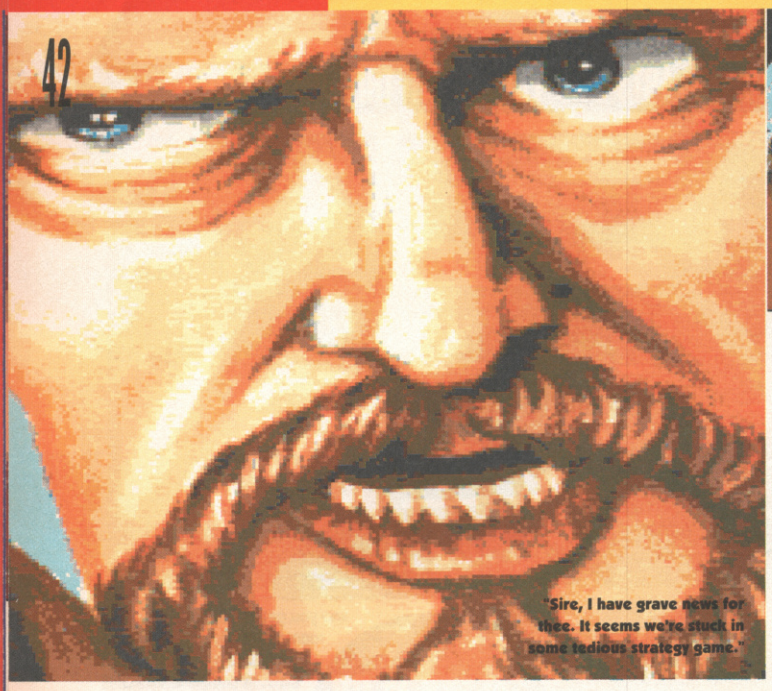
1. Start your run up by pressing Fire. Then pull your joystick to the right until the energy bar is about a third of the way depleted. This gets your runner all the way up to speed, then let go.



2. Wham your joystick to the right again when you see the edge of the sand to get your athlete to top speed. Make sure that you still have some energy left for the actual jump.



3. And now it's just a matter of pressing Fire to jump. Don't press too late or it'll be a foul jump and your athlete'll have a tantrum. Touchy touchy, as A-ha once said. (What *were* they on about, eh?)



At last! A highly-detailed simulation of The Hundred Years War and medieval power politics. In full.

CASTLES 2

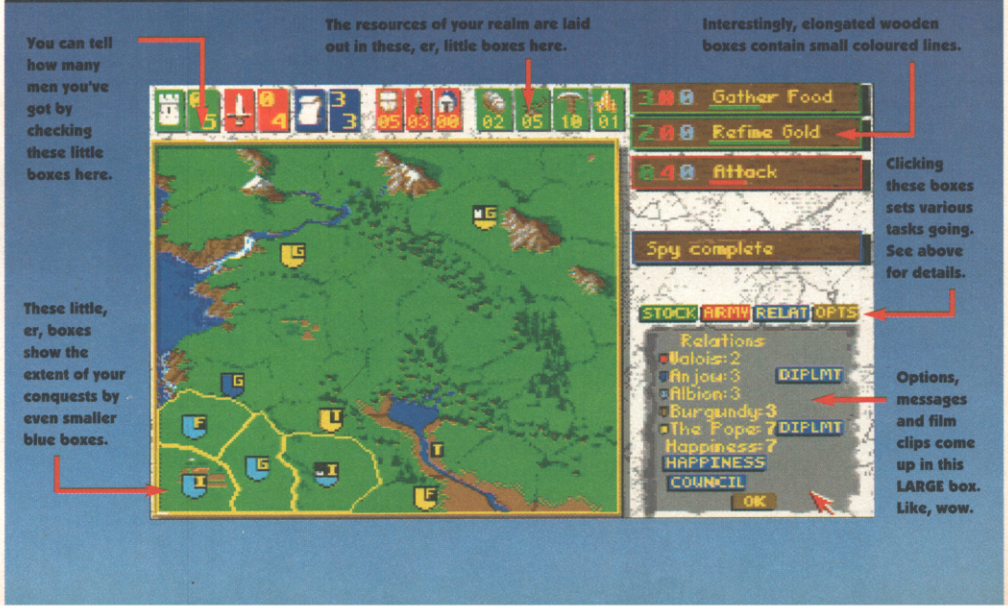
Game: Castles 2 – Siege and Conquest
Publisher: Interplay
Authors: In house
Price: £34.99
Release: Out now

History doesn't record what the popular tunes were in 14th Century Europe, or the favourite styles of decorative codpieces, or whether princesses, fair maidens and all that lot preferred sling-back or high-heeled shoes. Why doesn't history note down these facts that seem all too essential in modern lifestyle magazines? Well, the main reason is that people in the 14th Century had much grittier and down-to-earth problems to worry and write about – specifically, a war. A big war. A hoofing great war. It's hard to believe, but as well as having no sanitary water, medical services or Yo! MTV Raps, those unfortunate medieval lice-laden folk also had to contend with a scrap that dragged on for over a hundred years. Talk about being born under a bad sign.

Castles 2 attempts to recreate this tumultuous period of history by making you the ruler of a small European province. The game's based in the fictitious kingdom of Bretagne, which is apparently where the original *Castles* was set, and looking at the map it appears to be the lower half of France. But anyway, this geographical speculation hardly matters, as the idea's for you to become King of Bretagne by means fair and foul. How you go about it is up to you – you can trade with neighbours and be peaceable, or simply walk over their countries callously beheading livestock as you go. The manual states that during the period of The Hundred Years War, (that's 1337 to 1453, history junkies) the blood of English and French soldiers saturated the soil and the peasants were forcefully removed from their homes or killed, so from this you've got a good idea how to go about gaining that all-important crown.

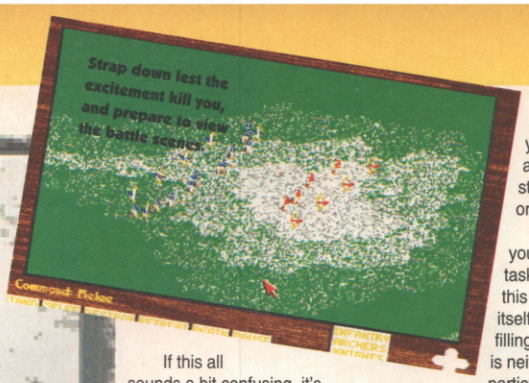
But it's not all war, war, war, as there's all those annoying domestic chores to deal with as well, such as feeding your minions, putting the rubbish out on bin days, guarding your lands, washing the car every Sunday, trying not to get excommunicated by the Pope, and so on. With all that lot to do, it's no wonder so many people keeled over and died in their late 20s – they must've been knackered!

LIVING – IN A BOX



The game features movie inserts in glorious not-really-cinematic-quality crap-o vision. This one's men marching into battle. Apparently.

Allegedly, this one's the Pope, and if you hold the magazine at arm's length, tilt it away from you and squint a bit, you could almost believe that it's true.



If this all sounds a bit confusing, it's simply because there's a number of things going on at the same time, but it's all handled in a fairly logical manner. First, you need to have enough building blocks for your empire, which in this case are food (for eating, obviously), timber and iron for construction, and gold. This is vitally important as you've got to pay your troops, bribe or grovel to the Church and simper at rival leaders. It's also handy because you can use it to buy any of the other three that you may have run out of, which happens because each region is rich in only one of the four commodities. So, to maintain a steady flow of goods, you either have to trade with your neighbouring states, or invade them. Hmm, which one shall I go for?

Having decided you want to take over another region, you can either scout it to find out what it produces, send in spies to find out how strong it is or just amass an army to stomp it into the ground. Each option takes up valuable man-hours, and the main problem posed by the game is how you can manage your limited resources most effectively. Since once you've set a task going (such as building a castle or trading) you tie up the units until it's finished, you've got to work out if you're going to be attacked before you start policing your realm or recruiting soldiers.

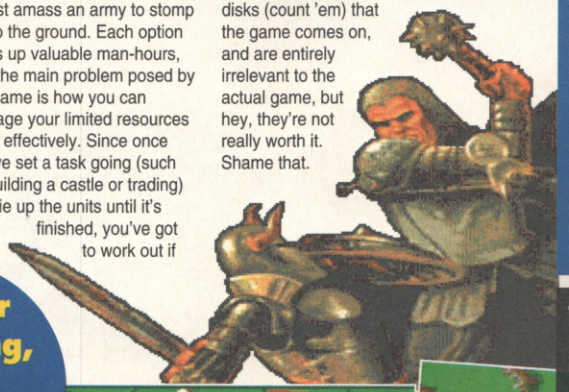
Although this allows you to do all manner of tasks simultaneously, all this productivity manifests itself as little bars gradually filling up with colour, which is neither interesting nor particularly evocative of feuding medieval warlords. You can tell that the programmers thought this as well, as they also included a few other options to spruce up the overall look of the game.

MIDDLE-AGED SPREAD

The first of these is the combat sequences, and the only nice thing to say about them is that you don't have to look at them if you don't want to. I reviewed a wargame called *Cohort 2* back in issue 26, and although I was far from impressed by it, the battles in *Castles 2* make it look like CD32 technology. They really are dire.

The next slightly gimmicky thing that's thrust your way is the 'design a castle' section, where you can build round or square towers and thick or thin walls around a central keep. The size of the castle determines its ability to quell unrest in that region, and the existence of the castle makes the combat sequences slightly interesting in that at least there's something to look at and also you have to buy siege weapons to knock them down.

Finally, there's the entirely gimmicky video sequences from various movies which crop up at moments of high drama. They take up a lion's share of the nine disks (count 'em) that the game comes on, and are entirely irrelevant to the actual game, but hey, they're not really worth it. Shame that.



So there you have it, a game that consists for the most part of watching little coloured bars. At random points little 'Answer A,B or C'-type questions appear to test your judgement, so if you behead an emissary from a rival or turn down the Church's plea for money then you'll more than likely be labelled a bit of a bad 'un and everyone will invade, but if you're firm but fair then the Pope will love you – which is handy as he's the only person with enough power to declare you king.

It's all just so dull though, with lacklustre combat failing totally to lift the game out of the 10-year-old mould that it was cast in. Last month we saw games such as the hugely fabulous *Dune 2* and the almost criminally awesome *Syndicate* which both took the ideas of conquest, world management and combat, and turned them into two of the best Amiga games ever. And *Castles 2?* Well, it's the same price as either of the above, and it really doesn't even reach the starting line, let alone the finishing post. Tch.

● *MARK WINSTANLEY*

UPPERS Probably the only game that takes the turbulent times of The Hundred Years War as its theme, apart from its predecessor *Castles*.

DOWNERS Laughable combat sequences kind of set the tone for the rest of the game, with sluggish controls and moments of very little happening blending seamlessly with other moments of even less happening.

THE BOTTOM LINE

I really can't see any room in the market for this product at all, apart from diehard 14th Century wargame fans. Whoever they are. Trying to take over the world MUST be fun, otherwise so many nutters wouldn't keep trying, so there's no excuse to come up with such a dull game of it. If you want conquest and combat, buy *Dune 2* or *Syndicate*.

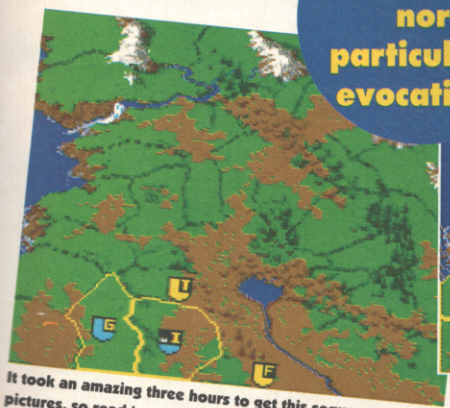
44 PERCENT

THE BOTTOM LINE

A1200

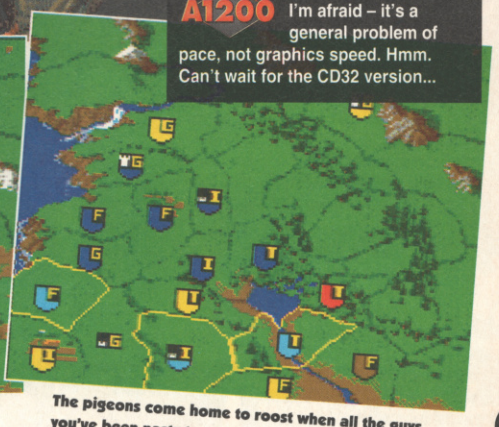
Not really any better, I'm afraid – it's a general problem of pace, not graphics speed. Hmm. Can't wait for the CD32 version...

"Neither interesting, nor particularly evocative"



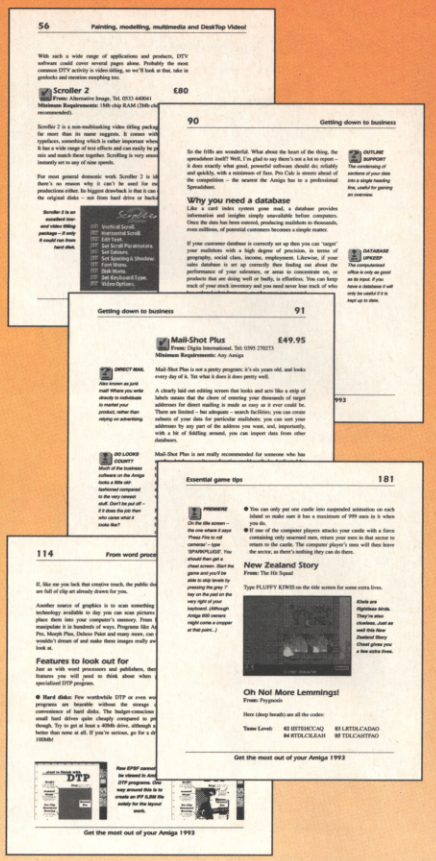
It took an amazing three hours to get this sequence of pictures, so read 'em and weep. Your dukedom's small...

...but due to aggressive posturing and kicking in your neighbours, it grows. Slowly. Extremely slowly. Very.



The pigeons come home to roost when all the guys you've been nasty to gang up against you. Oh boo hoo.

Get this book!



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6. My Way (Frank Sinatra/Sid Vicious)
7. Bohemian Rhapsody (Queen)
8. Like A Virgin (Madonna)
9. Fame! (Irene Cara)
10. Turning Japanese (The Vapors)

WIN A KARAOKE MACHINE!

Well, technically we suppose that should read 'Sing AND You're Winning', because that's what you're going to have to do to come out on top in this compo and win one of THREE (count 'em!) top-of-the-range karaoke machines, courtesy of our dear, dear friends at Kompart UK. Kompart have recently bought the rights to the very lovely adventure game *Nippon Safes* (85% in issue 26) from the sadly-departed DMI, and in their generosity they've decided to celebrate with us by setting you a little challenge. To walk away with one of these fine centres of sociable home entertainment, all you've got to do is prove to us it won't be wasted on you. How? By singing us a song, of course...

We've already taken care of the tricky task of choosing a 'number' for you – simply select one of the top jukebox classics from the list on the left, warble it onto a tape and send it in. You can have as many people singing on your entry as you like, but you're not allowed any musical-instrument accompaniment – it's strictly 'a capella', folks. Except for kazoos, they're okay.

The three entrants which we arbitrarily brand the best/worst/funniest/most interesting get the karaoke machines and a copy of *Nippon Safes*, while nine runners-up get just the game (but hey, what a game it is). So, what are you waiting for?

It's a simple equation: Japan (top left) plus popular public entertainment (above) equals KARAOKE (left). And it's all thanks to *Nippon Safes*. Hooray for that.

IF I RULED THE WORLD...

1. The closing date for the competition is August 31. Entries received after that date will be sent to That's Life, with a covering note indicating that they were actually sung by your dog.
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VIRUS DETECTION
Comprehensive virus detection and removal features to protect your software investment. Works with all presently known viruses.

NEW **BURST NIBBLER**
Now this super disk copier program is built into Action Replay Mk III. Just imagine a superfast, efficient disk copier program at the press of a key - no more waiting.

SAVE PICTURES AND MUSIC TO DISK
Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

NEW **PAL or NTSC MODES SELECTABLE-**
Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips).

NEW **SLOW MOTION MODE**
Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

MANY MORE INSTANT CLI COMMANDS-
like Rename, Relabel, Copy, etc.

NEW **RESTART THE PROGRAM**
Simply press a key and the program will continue where you left off.

FULL STATUS REPORTING
At the press of a key now you can view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.

POWERFUL PICTURE EDITOR
Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!

NEW **JOYSTICK HANDLER-**
allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

MUSIC SOUND TRACKER
With Sound Tracker you can find the complete music in programs, demos, etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

AUTOFIRE MANAGER
From the Action Replay III preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power! Joystick 1 and 2 are set separately for that extra advantage!

NEW **IMPROVED RAM EXPANSION SUPPORT**
Now many more external Ram Expansions will work with all Action Replay III commands.

DISKCODER
With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. "Tagged" disks will only reload when you enter the code. Very useful for security.

NEW **SET MAP-**
allows you to Load/Save/Edit a Keymap.

PREFERENCES
Action Replay III now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.

DISK MONITOR
Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.

IMPROVED PRINTER SUPPORT-
including compressed/small character command.

NEW **DOS COMMANDS**
Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

NEW **FILE REQUESTER-**
if you enter a command without a filename, then a file requestor is displayed.

DISK COPY
Disk Copy at the press of a button - faster than Dos Copy. No need to load workbench - available at all times.

PLUS IMPROVED DEBUGGER COMMANDS-
including Mem Watch Points and Trace.

NEW **BOOT SELECTOR**
Either DFO or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

PLUS A MACHINE CODE FREEZER MONITOR WITH EVEN MORE POWER!!

EVEN MORE FEATURES INCLUDING 80 COLUMN DISPLAY AND 2 WAY SCROLLING:-

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- Unique Custom Chip Editor allows you to see and modify all chip registers - even write only registers
- Notepad
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- Dynamic Breakpoint handling
- Show memory as HEX, ASCII, Assembler, Decimal
- Copper Assemble/Disassemble - now with suffix names

REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S "FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT - INVALUABLE FOR THE DE-BUGGER OR JUST THE INQUISITIVE!

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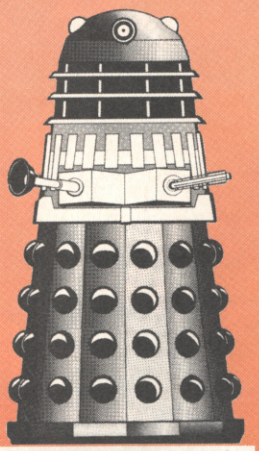

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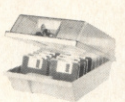

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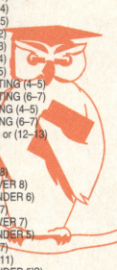

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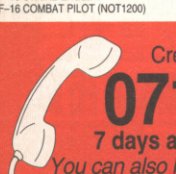

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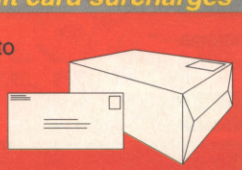

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4 CHANNEL FOUR TELEVISION

THIS IS GAMESMA

Greetings!
Hello! I'm Jim Douglas, and I'm the editor of GamesMaster magazine. Now, I know what you're thinking. Well, possibly not exactly, but I would imagine at least one definite question has flashed across your lobes: "What is going on?" One minute you're happily reading your favourite games magazine and the next, you're reading GamesMaster! It's a disgrace! It's like one of those infernal Sega pirate ads!

Well, er, you're right actually. But never mind that. The important thing is that we're here now and our aim is to introduce you to the not inconsiderable delights of GamesMaster magazine. Over the next 15 pages or so we'll try to cram in just some of the information that you'd find in a typical issue of GM. And let's be honest, not only the information. You see, at GamesMaster, we realise what the games industry is all about. And how much of a laugh we can have. Humour, in this decaying, recession-hit world is so important, don't you think? Well we do. So if you like a chuckle *and* if you like what's here, then you'll find all sorts of interesting purchasory information towards the back of the mini mag explaining how you can catch a dose (ahem) of GamesMaster excellence every month. If you don't, then bear in mind that it's all completely unrepresentative and you're certain to like the real thing.

SO WHAT IS GAMESMASTER MAGAZINE?

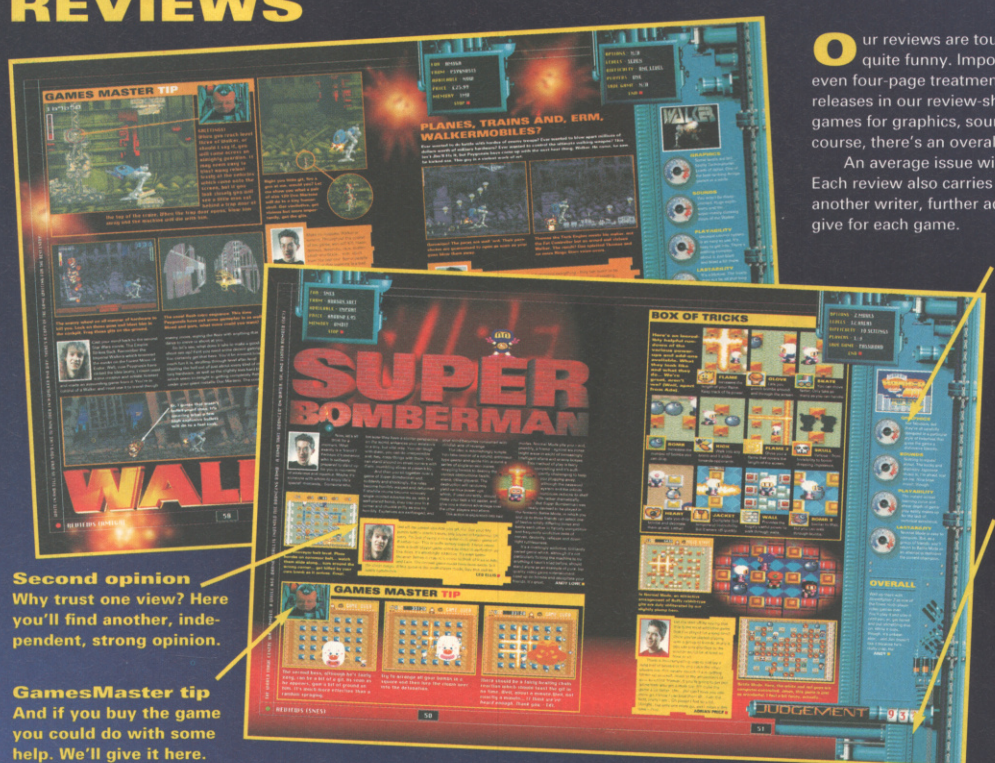
GamesMaster is a monthly magazine from Future Publishing – the same people who produce Sega Power, Amiga Power, Total!, Edge, and a host of others which, at the moment, we can't quite remember the titles of. It's based around the hugely successful Channel 4 videogames show and also just happens to be the biggest-selling videogames magazine in the whole of the United Kingdom.

Each month we aim to give a complete overview of all that's exciting in the world of electronic gaming. Whether it be a hot new title on computer or console, handheld or arcade machine, you'll read about it first in GamesMaster. This means that it doesn't just give you the latest, best reviews. It also gives you the smartest news, the most tantalising previews, the most comprehensive tips and the most happening letters.

GamesMaster, we like to think, is not just a guide to buying games and mastering them. It's also a means by which you become, if you will, plugged into the entire games scene. The industry is fast-moving, quick-changing and rapidly-metamorphosing. And we're right here, covering all the latest releases in both hardware and software.

The difference between us and most magazines is that we see everything that happens. We don't stick to one format and we don't miss out on anything. We have our own informed and highly professional opinions and we might occasionally disagree with the rest of the magazine fraternity. But we're safe in the knowledge that we're right. Usually. So buying GamesMaster in conjunction with a format-specific mag from Future gives you the complete picture, every month. It's a perfect set-up and we're working hard at keeping it like that.

REVIEWS



Our reviews are tough, fair and (every now and again) quite funny. Important games get bumper three or even four-page treatments, and we cover other new releases in our review-shorts round-up section. We score games for graphics, sound, playability, lastability and, of course, there's an overall Judgement rating.

An average issue will carry some 45 pages of reviews. Each review also carries at least one second opinion from another writer, further adding to the breadth of opinion we give for each game.

Second opinion
Why trust one view? Here you'll find another, independent, strong opinion.

GamesMaster tip
And if you buy the game you could do with some help. We'll give it here.

Judgement Dials
It'd be very easy just to give one verdict on a game. But most games need more than that. So we break down the scores into Graphics, Sounds, Playability and Lastability. There's a comment for each, so when you go into the shop, you know what you'll get for your precious dosh.

Judgement
This is where it all matters. The best-looking game in the world might play like a pig. So peep at our Judgement and you'll instantly know whether any game is worth forking out for. We take ages and ages to sort out the Judgements, so you're getting the opinions of loads of people who know that game inside out. We're hard, but fair. So listen up. Okay?

ASTER MAGAZINE

TIPS ZONE

Each month the GamesMaster himself hosts our tips section, a full 20 pages of cheats, maps, level breakdowns and general gaming advice. We'll only tip the biggest games. The *Jungle Strikes, Alien 3s* and *Sensible Soccers*. Advice for the games you own. It's not just general common sense – games don't often work that way. You'll get the programmers' tricks, the traps and pitfalls and the bonus levels. In fact, if it's in the game, we'll find it. And we'll tell you.

There's also the Consoletation Chamber where readers' cries for help are answered through the pages of the mag. Whether you're stuck on level one, or you can't beat the final boss, we'll be able to help you. The GamesMaster himself knows everything about every game ever (well that's his boast, anyway), so don't think you can fox him. Just ask and you'll be answered. Games you'd given up on will suddenly be worth their cost all over again as you realise that a simple cheat, tip or code could get you through to levels you'd only dreamed about.

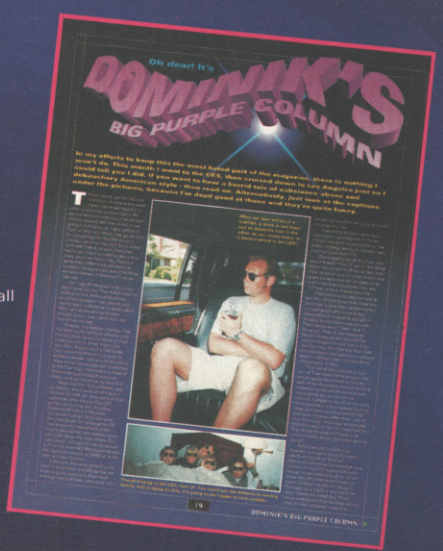
Of course, there'll be tips, walk-throughs and total solutions for *all* the big games on every format, so whatever you buy, you'll soon be wearing a big happy smile as you breeze past all the worst bits. And you'll thank the GamesMaster forever for his help.

So if you're stuck, write to us. We'll sort you out and enhance your, er, gameplaying pleasure forever.

DOMINIK DIAMOND'S BIG PURPLE COLUMN

Emcee Dominik reports on goings-on in the games biz. Backstage at launches, onstage at events, you can always trust Dom to get drunk and fall over someone in a big inflatable character costume. He'll also name his current top five games, steer you clear of villains and puncture the mystique of television by revealing the jobs behind the people on the GamesMaster show.

Dom isn't your average TV megastar, you see. Well, actually he is. But he somehow finds time to make GamesMaster magazine even better every month by ranting, raving (yes, there's plenty of raving) and generally carrying on. It's fine reading.



ARCADIA

Kate Barnett (Editor of top coin-op trade mag Arcade Business) writes every month for GamesMaster on the latest and – hey! – greatest developments of a slotulatory nature. Anything worth playing in the coin-palaces you'll find first in GM.

So if you're one of the people who simply *must* know the ins and, sadly, the outs of every arcade machine available in this country, just turn to this page. Here you'll find enough info to dazzle your friends, perplex your enemies and make fools of your family as you cooly spout off about Streetfighter 6 (or whatever). You can also check out the current fave machines in our arcade chart.

IN THIS MINI MAG

4 ALL CHANGE! Okay, so even *you* may not have thought about buying a new machine recently, but that's probably because you haven't considered some of the rather good deals around at the moment. In the slim summer months, retailers are falling over themselves to offer you some smart discount and bundle action. Latest prices and forthcoming releases.

6 GAMESMASTER SERIES 3 The most eagerly awaited TV series since Series 2! Exclusive information on the creation, concept and other "c" words of the next set of shows. It's quite a surprise!

10 GAMESMASTER RECOMMENDS A run-down of all the major genres for all the best machines, each with recommendations from the extra-tough GM review team. If you haven't got all of these games, your collection just isn't complete.

15 THIS MONTH The new issue of GamesMaster magazine is a beautiful thing indeed. More details are here.

CREDITS

GamesMaster magazine is edited by Jim Douglas. Wayne Allen is the Art Editor. The Deputy Editor is a man called James Leach and Alison Harper is our Production Editor. She is assisted by Deborah Cook. Our two staff writers are Andy Lowe and Les Ellis. Lam Tang and Simon Barnes are our Deputy Art Editor and Art Assistant respectively.

RAGE AGAINST THE MACHINE

So you've got yourself a machine. Get it for Christmas or birthday, perhaps? Whenever you got it you probably think that it's the bee's knees, the dog's whatever. Well, we've got news for you. Whichever machine you own there is probably one better somewhere. So then, feel like checking out what else is around? Wanting to have a quick peek over jealousy fence? Well, take a look over these pages to suss out the competition and, maybe, plan your next dream machine. Anyway, whatever your desires, loves and lusts, read on and, just maybe, you'll learn something.

SEGA MEGA DRIVE

Sonic Pack (includes *Sonic 1* and two joypads) – £129.99.
Sports Pack (includes *Sonic 1*, *EA Hockey*, *John Madden Football* and two joypads) – £149.99.
***Sonic 1* and *Streets of Rage 1* with two joypads – £149.99.**
***Sonic 1* and *World Cup Italia 90* with two joypads – £149.99.**
Menacer Pack (includes light gun, six game cart and one joypad) – £149.99.

The Mega Drive was the first of the 16-bit consoles to appear from Japan and it certainly took us all by storm when it arrived on these shores.

The virtually arcade-perfect games such as *Golden Axe* and *Super Monaco GP* made games-players everywhere take notice. Modern games such as *Flashback*, *Jungle Strike* and the soon-to-emerge *Streetfighter 2* prove that this machine is still nowhere near the end of its gaming life.

Although a dedicated gaming machine, the addition of the new Mega CD (more on this later on in the feature) has afforded a new dimension to the Mega Drive. Karaoke, interactive movies and huge multi-faceted games are all winging their way towards the Sega machine.

With loads of games (that seem to get better and better) coming out every month, the Mega Drive will be up there with the best of them for a few years yet.

SUPER NES (SNES)

Action Set (includes Super Scope light gun, six game cart and one joypad) – £159.99. (Shop around though as some high street shops are selling it for £99.99).
***Streetfighter 2* pack (including *Streetfighter 2* game) – £159.99. (Again, some shops sell it for £129.99).**
***Starwing* pack (including *Starwing* and one joypad) – £129.99.**
SNES All Stars pack (including *Mario All Stars*) – £129.99.

It came, it saw, it... Well, almost. The Super NES has had a huge impact on the videogames scene since its launch, racking up rather impressive sales figures in the light of some very intense competition from Sega.

With loads of impressive tech stats, the SNES can do what a lot of machines could only dream of, and, with the addition of the new Super FX chip in some of the games to give even more power to the carts, it's going to be a real rat-race between this and the Mega Drive.

SNES games started out as being brilliant and seem to have got even better. Check out the classic *Super Mario World* (a historic video game release) and *Starwing*. And if you haven't played it already, don't miss the definitive *Streetfighter 2*, although a new version is imminent.

This is a stunning machine with a long life ahead, especially if Nintendo ever release the CD unit for it.

COMMODORE AMIGA

A600 Stand alone – £199.99. A600 Wild, Weird and Wicked pack (includes *MicroProse Grand Prix, Deluxe Paint 3, Putty* and *Pushover*) – £229.99. A600 with 20 meg hard drive Epic pack (includes *Epic, Rome, Myth, Trivial Pursuit, Deluxe Paint 3, Dictionary* and *Language Lab*) – £349.99.

The 16-bit Amiga has been the fastest-selling computer since its launch eight years ago. Many thought that the consoles would wipe it out, but nothing could be further from the truth.

Although lacking in some of the dedicated gaming power of the consoles, this hasn't stopped some truly classic games emerging. Just look at *Syndicate, Walker* (a truly violent arcade blast if ever there was one) and *Desert Strike.*

Commodore have also just launched the new 32-bit A1200 which is an extremely powerful ass-kicking machine.

Remember a fair percentage of games appearing on the consoles are just conversions of Amiga games. And with an Amiga, you get to play more than just games.

SEGA MEGA CD

Mega CD and seven games – £269.99. (Price does not include a Mega Drive, and don't forget the Mega CD won't work without one).

Sega's newest weapon in the console wars is the Mega CD. With the huge storage capacity of CDs and the added sound quality, there's a virtual guarantee that some awesome games are set to hit the shelves.

After a shaky start, the line-up is getting stronger all the time. Titles like *Batman Returns* and *Thunderhawk* should redefine gaming as we know it. Obviously a *Sonic* CD game is on the cards which should help push the machine into even more homes. The interactive movie titles should really get the machine moving too.

Sega are indulging in some hard marketing of their latest baby, and there's even a Mega CD 2 in the pipeline at the moment. It boasts a redesigned case and some improved innards, so it should be an even better bet than the original Mega CD. Units are selling like hot-cakes, though, so don't hang about!

NEO GEO

Console plus one controller, no game – £299.99.

The grand-daddy of the consoles – don't laugh you may be old and expensive yourself one day. Let's get one thing straight, most of the games on this machine are great, although when you have to pay between £150 and £200 for each of them, they lose some of their impact.

The games are arcade-perfect, and, thanks to the memory card, you can save your position in a game and then go down your local NEO arcade and start off from that position. Stunning games like *Viewpoint, World Heroes 2* and *Fatal Fury 2* have helped to position this as the top-of-the-range console, but with prices to match, this is only going to appeal to real rock hard tech freaks.

A very nice piece of kit... and if you can afford to keep buying games, good luck to you – and can I be your friend please?

PC ENGINE/TURBO DUO

Prices vary, check with your local supplier.

The NEC PC Engine from Japan is a remarkably neat little 8-bit machine which makes some 16-bit games look weak. The Turbo Duo is the newer version that incorporates a CD drive with the console, the first machine to do this.

Most of the games are Japanese in style, even if they come from the US.

Again this is a machine for real die-hard gamers. Games like the new version of *Streetfighter 2* and *Bomberman 93* keep on coming, so hopefully the machine will pick up in the popularity stakes.

Rumours abound that NEC are about to launch the machine officially in Europe, although nothing concrete has emerged yet. NEC are also in the process of producing a 32-bit console which should emerge later this year, if everything runs to schedule.

If you want state-of-the-art gear, and you've got a quid or two, then have a closer look at this 'un.

THE SHAPE OF THINGS TO COME

So now you know what's out there at the moment, but do you know what's around the corner?

First up, and I'm sure you've heard this name before, is the 3D0. This new American super-console is set to wipe the floor with the opposition when it's launched. The US launch is scheduled for early next year with the UK launch to follow closely on its heels. Games are already in production, including a mind-blowing version of *Road Rash.*

Atari, fresh from the demise of the ST, are set to launch the Jaguar next year. This 64-bit monster is alleged to be a great machine, although whether it will receive the support it deserves is yet to be seen. Games for the Jaguar are being written in the UK as well as in the US and are scheduled to be ready in time for the big launch. Details of the machine are sketchy – no pictures have been released of it and until last month Atari UK even denied the existence of the machine.

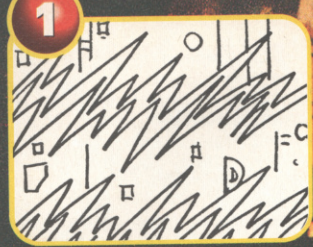
Philips have just launched their CD-i machine – a fully interactive CD-based player which lets you play games, listen to disks, and at some time in the future, even watch movies. At the moment there are a lot of educational CDs and a golf and tennis game – but rest assured, there is some good stuff on the way.

3D0 is the machine that the whole of America is chattering about. It's got major backing and it's going to be very, very big.

Commodore are fighting back with their Amiga CD 32. It's a 32-bit console with a fast CD drive, and it, too, is going to be big.

The latest news is Commodore's announcement of CD-32's imminent launch. This is the first 32-bit CD console, designed to give the likes of the Mega CD a run for its money. Using the technology which has made the A1200 such a good machine, this turns it into a console with a built-in CD drive. Extra add-ons include a keyboard, disk drive and every other thing you need to turn it back into a computer.

What next? A Game Boy with a CD drive? We might be joking, but you can never tell. Well, you can guarantee that whatever happens on whichever machine, you'll hear about it in GamesMaster first. Remember, we have info on every games machine – even ones that are still on the drawing board. So to keep pace with technology, read GamesMaster.



Right. Let's go through the GamesMaster start sequence.

Here's a radar screen, apparently. Use your imagination.

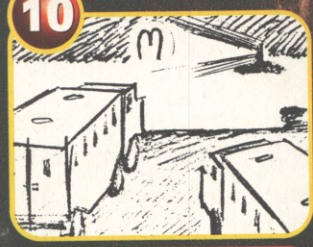
And this is a great powerboat, moored up at a jetty thing.

Obviously this sequence of shots is at a very rough stage.

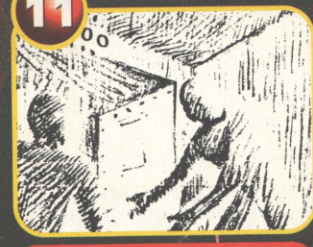
GamesMaster has taken the TV world by storm. It's a glorious mix of game reviews, tips, challenges and laughs. And here, for the first time, see the storyboard for the new series! It's going to be bigger, better and more unmissable than ever before. Hooray!

TELLY LI

And here's some sponsorship. McDonalds' famous arches.

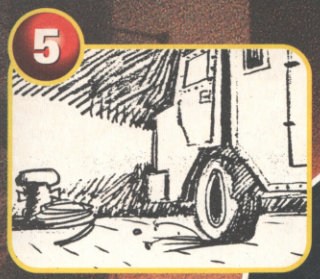


Lovely. Here it is again. McDonalds will be happy.



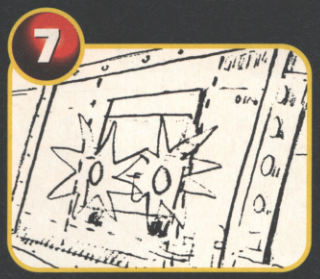
Some people get out of the security truck, apparently.

And we zip back to those attractive arches in the sky.



This is a security vehicle with big doors and so on. Great.

And then everything goes funny for a bit. Like TV static.



An arty shot of reflected headlamps is next. Phew, eh?

This seems just like a hand, though. Very nice. Hmmmm.

You don't stay ahead by standing still. Well, not unless you're playing a 'standing still' game in which you're disqualified by moving your feet. But apart from that, you must always endeavour to keep one jump ahead.

And that's what the GamesMaster TV show is so good at. The first series, way back in 1991, by way of example was set in a disused, rather scarifying church. A totally inspired choice of location, you must agree. The second was held on a massive oil-rig in what looked suspiciously like the North Sea. Another great, isolated game-paradise.

So what about the third series? Well, things are still being sorted out, but it appears to be a new direction entirely. And shuffle closer, as there's a rather neatly thought out story attached...

The GamesMaster himself, always a bit cantankerous and grouchy, has, over the last couple of years, mellowed slightly and realised the power of video games. He understands that by harnessing the skills developed by dedicated players, he might be able to solve a great many of the world's problems. Sounds reasonable. Sounds damn good, in fact.

To this end, he has set up an Academy for game-players. Those eligible are the more rebellious of today's youth. So minor offenders with a great aptitude for video gaming could find themselves spirited off to the secure-walled Academy to turn their previously bored minds to the beating of the world's games. Of course, it's the youth that excel at video games, so that's pretty much who the show will concentrate on. But old people still occasionally get a look in, just to even things up.

Although the Academy is a disciplined place, it's got an air of excitement as misfit players, rejected by society plough their way through the finest games ever devised by man or software house. Around the edges of the main complex there are quiet cells. Each is filled with miscreant outcasts and a game system. The devious minds wrestle with the sprites on the screen, and their fingers dance over the joypads.

The idea of the reformatory promises great things, and there are loads of possibilities to be explored during the show's run later this year and into the next. Watch GamesMaster. It's as essential as the magazine, and, as we say, it'll fix your life. ■

IKE IT IS

MEET THE GAMESMASTER

They say power corrupts. The GamesMaster is semi-living, cyborg proof of this. His total mastery over the world of pixels, sprites, collisions and photon laser destruction has gone to his head. His plan is to run the Games Academy in such a way as to turn out a new race of video kids, capable of anything.

But his ultimate control hasn't precluded him from answering questions about games which ordinary folk are stuck on. So if you've got a problem, if no-one else can help, and if you can find him, then maybe you can hire The A Team. Sorry, the GamesMaster. His sarcastic gaming knowledge will solve all game-related conundrums.

In the first two series' of GamesMaster, you only ever saw the chap's head. But there's a possibility that in the third series you'll be able to see all of him, and maybe you can see a bit of the electric chair on which he perches. In the manner of all good super-villains, he might even be carrying a Persian cat.

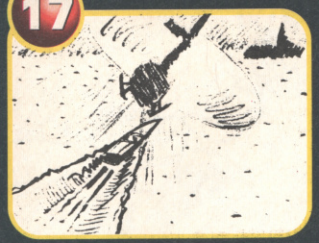
The GamesMaster deserves his cult status in the games industry and among the games-playing public. The metamorphoses he'll undergo will make him more special. Another reason to watch the show. ■

A hand grips the shoulder of a young person. Tension!

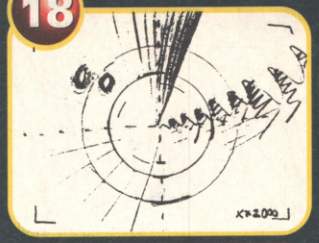
Young folk are guided into the powerboat. Fear!

And we see a pic of the GM logo and McDonalds too.

This, by all accounts, is a helicopter swooping over the sea.



The chopper and boat head off towards a big building.



And they're picked up on someone's radar.

The building looks suspiciously like a large fort...

Guarded by some mean-looking robots. Wicked, eh?

MEET THE HENCH-PEOPLE...

A sex symbol or just a drop in the ocean? Geddit? Drop in the ocean!

In the first series of GamesMaster, Dominik had to handle things virtually single-handed, assisted to the most minimal degree by a dialogue-free monk (it was all set in a church, you see) who would hand out the Golden Joystick prizes to victorious challenge contestants.

Moving on to series two, and we find a slinky female diver. (It was on an oil rig, remember). Moving with the grace and agility of a panther (and this despite the huge oxygen tank strapped to her back), the diver gave out the much-coveted Golden Joysticks to those players skilled or lucky enough to win a challenge.

So what can we expect from a converted correctional facility? A guard/instructor would seem logical. At the moment, that's exactly what's being planned. The officer charged with this task will once more be an attractive female with the power to mete out punishment as she sees fit. Wearing bullet-proof body armour and sporting a black crash-helmet, she'll also distribute Golden Joysticks to those who deserve them. Oh, and will deal severely with people who lose embarrassingly.

And what of Auntie Marisia? There's a distinct possibility that she will be metamorphosed into a weary old inmate; a wizened hag with a taste for the incarcerated life and a cynical, jaundiced view of the world. The only person she'll be pleasant to is the GamesMaster, wielding, as he does, the power of life and death over her (and, indeed, all at the Academy). ■

AND MEET THE PRESENTER

Dominik Diamond – a legend in his own bathroom. In Scotland, too.

Dominik Diamond was the presenter of the last two series. A strapping Scottish lad with a canny knack for games and a highly projectable voice, his fame spread as fast as that of his bright red jacket, and many a female has been known to go weak-kneed at the sight of those unkempt sideburns. Yes, Dom is now a star in his own right. Fame dogs him at every step and his life is plagued with expensive lunches and fast cars.

Times are changing and there's a possibility that Dominik might be moving on to pastures new for the third series. So the big question is, who's going to take over?

Well, er, this might be a trifle difficult to answer at the moment. Hewland International (the company which makes the GamesMaster show) are, at the time of frenzied typing, deciding on their choice of presenter. There's a rumour that the character will be a sort of Academy instructing sergeant of the sort seen in Vietnam films and that much under-rated classic, Stripes with Bill Murray. The idea of an army cadet trainer would fit it neatly with the remit of the show, but it's eminently feasible that the presenter will have a distinct style of his own, and will be such a known face that no real characterisation is necessary.

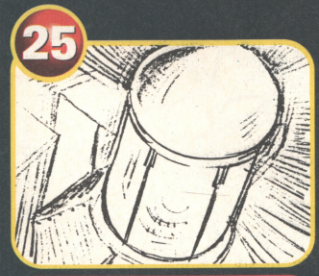
Anyway, one thing is completely certain. Whoever takes on the weighty mantle of the presenter will end up having the time of their life. And yet again, it's another smashing reason to watch the show. Gosh. They keep coming, don't they? ■

Here's an arty view of the fort. Looks good, doesn't it?

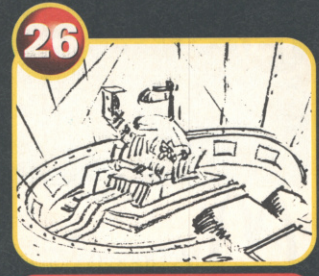
And the boat is seen arriving at a sweet little jetty there.

People disembark and are ushered into the building.

In the finished version, this will say ENTRY CONFIRMED.



Haha! The fort's tower. This is the hub-type nerve centre.



And at least we see the GamesMaster. It would seem.

Here his head is forming out of his surroundings. Weird.

Screen burnout. Always a favourite with TV owners.

THE REAL THING!

A proper, full-sized edition of GamesMaster is available live and direct (or something) from all good stores now, priced at the brow-smackingly low price of £1.95. The August issue is a rather thrilling combat special featuring the following items (which won't actually be preceded by little circles in the magazine, by the way).

- **Reviews and previews of the latest and greatest punch-orientated software.**
- **A massive double-sided and rather aggressive poster.**
- **The chance for you and a mate to experience the movie "Champions" entirely free.**
- **A superb compo offering you the chance to win one of 10 Mega CD and Mega Drive Sets.**
- **20 pages of tips!**

The next edition, which appears on **THURSDAY, 19TH AUGUST** is our Summer Driving Special packed to the, um, sunroof with info, pics and reviews of all the latest automotive entertainment software. As well as the regular yet continually surprising standards of games reporting, you can look forward to the ultimate festival of high-octane thrills, as we review *F1* from Domark, *Rock 'n' Roll Racing* from Interplay and plenty of others. This issue also boasts a 100-page book recommending the best games for your machine.

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You can subscribe to the fiery organ that is GamesMaster magazine for a whole year for the hilariously miniscule price of only £19.95. Of course you know exactly how subscriptions work, all the benefits and everything else. However, it's worth running over them again, er, just in case.

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You're quite fond of video games, aren't you? You may even be a bit on the obsessive side (snigger). Therefore, to save spending thousands of pounds in smelly old amusement arcades, you've gone and bought yourself a home machine or two. Well, here, for your infinite delectation, are, in our refined and downright omniscient opinion, some of the finest games available for all the home systems. Read it and cry.

GAMES RECOMMENDS...

SNES

BEAT-EM-UP

STREETFIGHTER 2 - Capcom

What can we say? *Streetfighter 2* has a certain indefinable quality about it. Maybe it's the fact that you can inflict some serious damage on close personal friends, time and time again (although not literally, of course). A seriously addictive game that will grip you firmly and keep you playing for unreasonable lengths of time.

SHOOT-EM-UP

AXELAY - Konami

Fast and frenetic action all the way, and with loads of lovely Mode 7 graphics. Plenty of inventive power-ups and perspective-changing – alternating between vertical and horizontally-scrolling gameplay – with an assortment of well tough nasties for you to contend with. This has to be one of the best playing, looking and challenging shooters ever.

PLATFORM

SUPER MARIO WORLD - Nintendo

Quite simply, Mario at his finest. 96 levels of frustrating platform fun. You don't even have to finish all of the levels to complete the game, but if you do manage to notch up all 96, you'll get one hell of a sense of achievement. It's beautifully designed, bulging with gameplay, and only superhuman dexterity and lightning reactions will get you through some of the later levels. Cute little graphics and some great plinky-plonky music make this the best SNES platformer by far.

DRIVING

SUPER MARIO KART - Nintendo

This Mario geezer gets everywhere. Not content with having the best platform game, he muscles in on the driving genre, too. You can either race along various Mode 7-enhanced tracks by yourself, or – if you have any – with your friends.

There's also the evil Bubble game – a two-player, head-to-head race to the death. Not only is it enjoyably random, it's annoyingly skilful and terrific fun. The most varied, playable and cutest driving game around.

SPORT

JIMMY CONNORS PRO TENNIS TOUR - UbiSoft

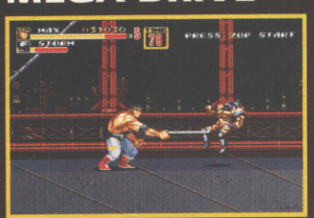
This game makes great use of the Hudson Soft multitap adaptor, enabling four players to get down to a seriously hectic game of doubles. As a one-player experience, *Jimmy Connors Tennis* is still excellent. However, add those friends, and it instantly gets better. Great graphics and excellent sound, coupled with some outstanding gameplay (which doesn't skimp on the realism) make this the best tennis game on the SNES.

RPG

LEGEND OF ZELDA - A LINK TO THE PAST - Nintendo

Following in the tradition of the other *Zelda* games, the fourth instalment uses the SNES' sound and graphics to improve on an already fun-filled game. You play Link, and, being the noble sort of guy that you are, set out to rescue the lovely princess, as you do in all good adventures. The game starts out easy enough and then gets a lot harder, with the puzzles becoming fiendishly difficult. If you've never played an RPG then get this and start dabbling.

MEGA DRIVE



BEAT-EM-UP

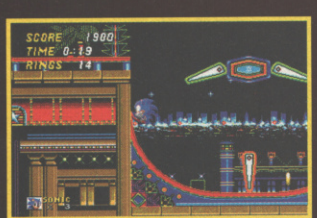
STREETS OF RAGE 2 - Sega

Until the release of *that* game, this is easily the most sinew-snappingly playable Mega Drive beat-em-down. It's more playable and varied than the game it takes its inspiration from – *Final Fight*. Four characters (with plenty of silly special moves), excellent music, plenty of challenging difficulty levels – and it's a big game, too. 16 MBits big.

SHOOT-EM-UP

RANGER X - Sega

A superb shoot-em-up which, although it's definitely 'inspired' by Konami's *Cybernator*, actually offers plenty of its own Mega Drive-oriented touches. You play a rather rock chappie in a big assault suit – who also rides an attack motorbike. Of course, you're moving over hostile terrain, fighting big, bad, equally hostile aliens. What makes it all so very – well – attractive, is the look of the thing – more SNES than Mega Drive. *Ranger X* pushes the Mega Drive right to the edge in virtually every category. Ignore it – and, my Mega Drive-owning friend, I'm afraid you're a git.

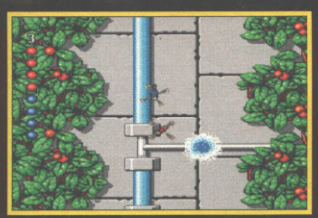


PLATFORM

SONIC 2 - Sega

Oh yes, yes. We know we gave it 65% in issue one. So, now, let's get a few things straight. We weren't just trying to be cool and hard, nor were we out for some valuable first issue notoriety. The fact remains that, although it's undoubtedly fun, speedy, and graphically superb, *Sonic 2* simply doesn't improve sufficiently on the original – and it just isn't challenging enough to even the average gamesplayer. So, here's the advice... Got the original *Sonic*? Don't bother with this. Don't own either? Get *Sonic 2*. Thank you. Now get away from me.

MASTER



MICRO MACHINES – Codemasters

Brilliant. It's a racing game, you see. But, instead of chugging around in tedious old Formula One racing cars, you get to race these tiny Matchbox-type vehicles around some distinctly unlikely, domestic circuits (bath tubs, snooker tables, er, and other places). Laughs aplenty as you fall off into a pocket or get sucked down a whirlpool or something. Well, it seemed to amuse Ade...

JOHN MADDEN'S FOOTBALL 93 – Electronic Arts

Well, it's American Football, isn't it? This third incarnation just about manages to justify its existence (more stats, better graphics, improved sound, more varied plays). The real triumph of the game is that it manages to be playable, addictive and competitive even to those who have little interest in American Football. One of the finest two-player games ever.

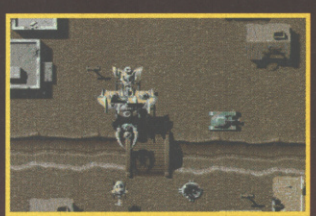
SHINING FORCE – Sega

The follow-up to the highly popular game *Shining in the Darkness*, this improves upon the tried and tested formula that made its predecessor so good. Being the good guy, you must assemble a band of merry adventurers and save the kingdom from the evil hordes that threaten your very existence. Much cute, sword-wielding role-playing fun to be had. Expect many a sleepless night.

AMIGA

BODY BLOWS – Team 17

Although no-one has yet managed to devise an Amiga beat-em-up with satisfyingly 'weighty' characters (to rival something like SNES *Streetfighter 2*), this is just about as good as it gets. With practice, the fights can be chunkily aggressive and sufficiently combo-ridden. Thoroughly amusing characters, easy-to-access special moves, and loads of extremely silly end-of-fight samples. Definitely recommended.



SWIV – Storm

In the Amiga shoot-em-up field, *SWIV* has plenty of competition (particularly from stuff like Team 17's *Project X*). But it really is the best. Graphics are fabulous, sound is superb, and the objects explode very well indeed. And that's important in a shoot-em-up, you know? Those explosions. I mean, a shoot-em-up without explosions is like – well – a novel without words, a cup of tea without the tea-bag, a packet of fags without the fags. Ahem.

ZOOL – Gremlin

Zool, eh? Sounds a bit like pool or fool, but Zool's certainly no fool when it comes to speed. Heralded as the 'new' Sonic, *Zool* certainly has a fast pace about it not to mention the excellent gameplay. All the graphics are very colourful and the sound is great – loads of different tracks for those who don't like the same old tune. An absolute must for all platform fans. Zool, he's fab.

FORMULA ONE GRAND PRIX – MicroProse

If it's realism you want from your driving, then, erm, you'd be well advised to get hold of this brilliant racing game, *Formula One Grand Prix*. It's extremely realistic. So realistic, in fact, that whenever you crash, you actually die, it's really scary. Obviously, this makes it a bit dangerous, so get yourself a crash helmet... no, no. I'm just kidding, actually. Ho ho and all that. It's not actually that realistic. There are millions of filled polygons, though and it's all quite fast. It draws a nice balance between serious realism and a thoroughly fun arcade driving action. It's great fun!

SENSIBLE SOCCER – Sensible/Renegade

Of all the soccer games that have appeared on the Amiga, Sensible has the best character by far. What looks to be like 22 Ronnie Corbetts, running around a footy pitch, the view works extremely well.

EYE OF THE BEHOLDER 2 – US Gold

This is the greatest adventure game around. It's got suspense, it's got fear and it's got outright (and, occasionally, sudden) violence. Your team, carefully nurtured from the very weak starting position that you must improve upon, really matters to you. They all have their own little personalities and everything. Unlike Ade. Loads of varied and nasty enemies and some serious puzzles make it a superb challenge. Truly excellent.

NEO GEO

FATAL FURY 2 – SNK

Obviously the sequel to *Fatal Fury*, you now have a wider range of characters to choose from and a better array of moves. The fighting and special

techniques are a treat to execute and some are just so exotic, they make you think, "Hmmm, *SF2* perhaps?" It is very good and it is fun to play. It really all depends on how much you like beat-em-ups.

VIEWPOINT – SNK
This has to be classed as the best shoot-em-up on any system – anywhere. The graphics are beautiful and the sound is unbelievable, and the gameplay, well it really is tough. The enemies will stream onto the screen and hurl an untold amount of bullets at you, then, if you're lucky, you'll get through. And that's just the easy level! *Viewpoint* is very similar to that classic oldie *Zaxxon*, and it just improves on it. An excellent game.

SUPER SIDEKICKS SOCCER – SNK
Not the most perfect sports simulation around, but certainly one of the more satisfyingly playable. Big, superbly animated sprites, masses of detail and plenty of illegal shoulder charges/professional fouls. Extremely similar to the *World Cup Soccer* coin-op which was around sometime in 1988. You may well spend more time knocking the other players over deliberately than you do actually tackling them legitimately, but still, it does play a rollicking great game of footy.

BASEBALL STARS 2 – SNK
Neo Geo baseball games are legendary for their overall goodness. This one beats the slightly more famous *20/20 Baseball* in lots of ways. Fabulous character animation (with lots of close-ups of pitch areas) and plenty of suitably pointless humour (occasionally, the batter will wander over to the pitcher and give him a good fisting).

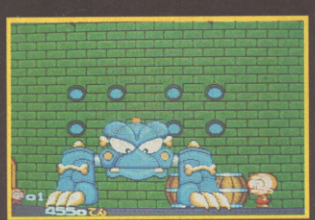
In the original *Baseball Stars*, the ball tends to go straight to a fielder. In this version, you need to direct it. Also, there are plenty of power-ups – including the ability to increase the size of your bat for a guaranteed home run. Brilliant.

MAGICIAN LORD – SNK
A sort-of platform shoot-em-up with some vague RPG elements. A rather old game that stands the test of time excellently. Basically, you play a wizard. You jump from platform to platform, killing baddies and, occasionally, confronting end-of-level bosses. Collect power-ups by shooting chests and pick up metamorphosis capsules which allow you to change into various other characters. Seven stages, graphically smooth and gorgeous, and some excellent music. In a sense, great.

PC ENGINE

GATE OF THUNDER – Hudsonsoft
Okay we admit it, there was a sequel (*Lords of Thunder*, but, for a variety of reasons, this is actually a much better game. It's sheer arcade quality stuff throughout, and the sound, graphics, bosses and overall speed of the game action make it an astonishingly exciting experience. It's loud, brash and, most importantly, fearsomely playable – with some of the most ridiculously inventive and fiendish level design ever. Seek this one out immediately.

STREETFIGHTER 2 – Capcom/TTI
Look, it's *Streetfighter 2*, okay? What's the matter with you? Never heard of *Streetfighter 2*, eh? Git! How can you possibly *not* have heard of *Streetfighter 2*? Eh, eh? This is the Champion bleedin' Edition. Which means you can 'be' the bosses. Okay. It says Round One, Fight! And you fight. Your mate or the computer. One-on-one. The PC Engine version is an extremely competent conversion with all the features and all the speed. So you needn't buy a SNES now, just think, the bosses, I can't wait. I think I'll be Vega, no Sagat.



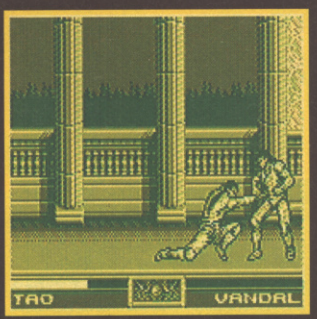
PC KID 3 – Hudsonsoft
Yeah, well, basically it's the same as the original *PC Kid* (a fun, thoroughly silly platform game featuring what appeared to be a young child with a rather overlarge head). This time, however, there's a wonderful simultaneous two-player option. It all seems to be set way back in a bizarre cartoony rendition of prehistoric times, in which you wander around headbutting dinosaurs and (in the two-player version) your mate. Relentlessly. Over and over again. Solid, simple, beautifully designed entertainment.

BOMBERMAN '93 – Hudsonsoft
Undoubtedly the most fun you will ever, ever have with three mates. Forget all that drinking/smoking/hanging around down at the local arcade leering at girls and eating crisps (erm, possibly) – this is a fiercely fabulous multi-player game which, quite conceivably, could well lend itself to a bit of swearing too. The premise is ridiculously basic. A single-screen maze. You waddle around collecting power-ups, laying bombs and attempting to force your opponents (computer or human) to lumber into the ensuing detonations. A wonderfully accurate, ragingly competitive conversion of the *World Conquest* coin-op. Now all we need are those detonations that go around corners...

Y'S BOOK 1 AND 2 – Hudson Soft
A massively popular Japanese RPG now available for the American Turbo Duo. A *Zelda*-style game with lots of CD speech intoning whenever you meet any of the in-game characters. Looks a little primitive, but the game is actually extremely absorbing. Fabulous music. This amusingly titled game actually started life on the Japanese NES, before moving onto the Japanese Master System. Next, it tried to find a small, SC flat in a popular area, where it met an extremely nice platform game called Sarah. It abandoned the idea of getting a flat by itself and moved into Sarah's lovely, spacious studio flat (with separate kitchen and bathroom). Oh, I've had enough of this.

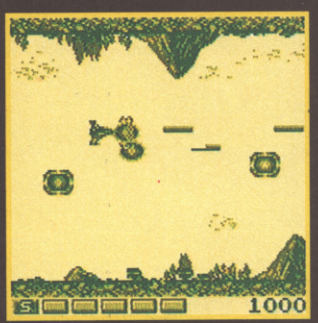
GAME BOY

BATTLE OF OLYMPUS – Imagineer
Until *Zelda* appears, this is, most definitely, the greatest Game Boy role-playing experience. It's all based on popular Greek mythology – as opposed to the usual Tolkienesque fantasy orcs and wizard's wibble – which, in itself, lends a little freshness to the proceedings. It's varied, challenging, and manages to brilliantly balance the platform/sword-wielding action with the quest-type heroics and RPG elements. A classic.



RAGING FIGHTER – Konami
Fed up of those endless Game Boy platform games? Fancy something a little more original? Get out a bit more, then. Play tennis or squash or something. Nah. Only joking. God bless ya. *Raging Fighter* is, mindbendingly enough, a beat-em-up. But it's also a Game Boy beat-em-up which, you may be surprised to learn, is actually rather good in a loads-of-special-moves, plenty-of-different-fighters-and-options sort of way.

A Game Boy link-up facility will allow you to access the tournament mode in which you and a maximum of three other friends can hit each other a lot and fail to leave the house for five or six hours. Not, as it were, bad.



NEMESIS – THE RETURN OF A HERO – Konami
Five levels, lots of bullets, and lots of enemies. To reach the end of the game, all you have to do is simply get through five nastily infested levels full of evil nasty things that want to kill you. Simple, eh? Well, not quite, it's difficult and it's fun. Get it now.

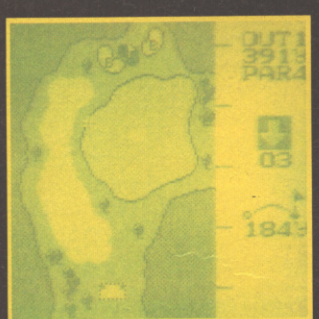
Hi. This is Andy here. Ade wrote all that, actually and – phew – does it show! What I assume he's trying to say is that *Nemesis* is by far the finest Game Boy shoot-em-up with superb graphics, loads of enemy variety and, generally, heaps of challenge. Thanks for calling.

F1 RACE – Nintendo

Very much like the old Atari coin-op, *Pole Position*. This has the added bonus of the really rather marvellous four-player option – made possible by the unique four-player adaptor that comes with the game. Plenty of different tracks and all the standard adrenalin-stimulating driving game action. Ade seems to think that this one could become very boring after a while, but then he'd know, wouldn't he? Eh? Eh?

SUPER MARIO LAND – Nintendo

Although there is a sequel, we feel (as is the case with *Gate/Lords of Thunder*) that this game is much better due to the fact that it's distinctly more difficult to finish. As with all Mario games, the idea is to guide the Italian plumber over lots of obstacles, collecting all the essential power-ups that will help you in your quest for victory. Virtually endless fun, and a must-have game for all Game Boy owners.



GOLF – Nintendo

An excellent golf simulation. Just the one course, but it's the full 18 holes and it even comes with a battery backed-up memory. Similar to Nintendo's own NES golf, the difficulty level is pitched pretty high, but, as a Game Boy game, it works brilliantly. Even if you don't like golf as a game, the Game Boy's version could even change your mind. Oh, and Nintendo are trying to aim this one at a slightly more sporty, 'mature' audience. Have you seen the TV ads? All those bleeps and things. Ho ho ho. Not bad.

LEMMINGS – Ocean

Right. Armed with an attractive cross-hair thingy, you must guide a series of alarmingly stupid, green-haired creatures to their 'home'. This is achieved by availing them of certain abilities (digging, climbing, mining, flying). You have a certain quota of lemmings to save on each level, and, should you fail to save them, you'll have to start all over again. Ah, you know it all, anyway. It's been converted onto virtually every system and the Game Boy version works particularly well. Deceptively simple, ragingly addictive and just generally terrific fun.

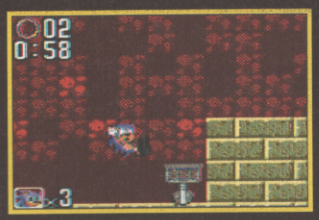
GAME GEAR

MORTAL KOMBAT – Acclaim

Considering the restrictions of a hand-held format, this is astonishingly faithful to the much-maligned coin-op. You know the situation by now – a big, nasty and horrible tournament to the death, presided over by the malevolent (and slightly evil) Shang Tsung. Lots of blood, gore and the trademark 'fatality' moves. Wonderful, sharp graphics and as much of the original as memory will allow. Great.

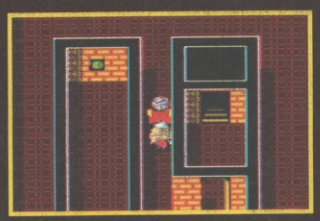
PAC-MAN – Import

Aw, for old time's sake, eh? *Pac-man* is the most successful coin-op ever... and this is possibly the greatest conversion of it ever. I tell you, it's incredible. It really feels like the coin-op. The graphics and sound are virtually identical and everything! Sigh. And to think, we used to pay 10p to play this down the local chippy. Still a great game. Not as good as *Streetfighter 2* or *Bomberman* – but rather good all the same. Ah, Les tells me it brings back a few good memories... Actually he mentioned something about his big brother and a bicycle. Ho ho ho. That'll embarrass him.



SONIC 2 – Sega

The best Game Gear game ever. It isn't the same game as the Mega Drive version (*Yes, Ade. It's on the Game Gear, you see* – Andy) but, astonishingly enough, it's a lot faster, the bosses are tougher, and (to be slightly tediously straight, cool and a bit controversial for a second) the game is actually better suited to a hand-held. You'll find it pretty difficult to find a better game on any hand-held. Anywhere. Ever. Apparently.



DEFENDERS OF OASIS – Sega

Hand-held RPGs are also a bit limited, really. The graphics are all a bit small and everything. Oh, let's be objective about this. *Defenders of Oasis* is, basically, one of its kind on the Game Gear (overhead perspective, *Zelda*-esque RPG). It's big, there are plenty of nasties to kill/princesses to rescue and, although the game is big, the essential battery back-up makes it all lovely and bearable. Again, though, it's hard to picture anyone getting even slightly moist over small, rapidly flickering (but colourful) images of cutesy people with swords and shields – but, ah, we're just kidding, y'know. We all adore the Game Gear with a passion.

SUPER KICK-OFF – US Gold

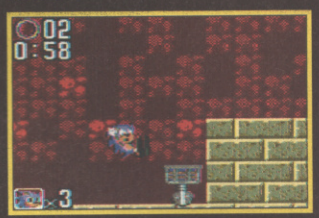
Well, erm, it's football, isn't it? For a hand-held version, this works superbly. It's got all the features of its Mega Drive big brother. Fab footy gameplay with plenty of user-definable options. The graphics are (understandably) a bit small, but the game plays extremely fast and the overall miniscule feel is quickly smothered by some downright excellent playability.

Even if you despise football with every cell of your soul, this, erm, is really rather good.

SUPER OFF-ROAD RACER – Virgin

Hand-held driving games can be a little – well – unsatisfying. I mean, you're hardly going to be reeling with that incredibly realistic feeling of actually 'being there', are you? However, if you really feel the need to sit on a train and pretend to be driving around on the shiny part of a small, black rectangular object (on your knee – in colour) then this is probably the best way to do it. The graphics are a little on the small side, but challenge and gameplay are well up to standard.

NES



MICRO MACHINES – CodeMasters

Right. So, how about the best game ever on the good old NES, then. Eh? Eh? Well, we reckon this is most definitely the one. It's basically a multi-scrolling affair in which the idea is to race miniature versions of helicopters, tanks and Formula One cars over stupefyingly amusing terrain (snooker tables, bathtubs, sandy beach-type areas). There's a fiendishly difficult one-player game and – where the most fun is to be derived – a ferociously competitive two-player version. Okay, so it's also over there in the Mega Drive section but – er, er, we don't care. So there.

MASTER STM

PRINCE OF PERSIA – Domark

Once upon a time there lived a prince. From Persia. He was a fine, handsome prince with plenty of money and loads and loads of female suitors who would bring him large baskets of finery and grapes. Probably. The prince lived in a large castle and, despite its 8-bit nature, this castle was unbelievably well-animated. Anyway, somebody goes and nicks his woman – and so he has to go and get her back. To do this, he must travel through impressively capacious (and superbly drawn) dungeon areas, fighting hideous minions and jumping over spike-laden pits. Quite probably one of the finest games on the Master System.

And that, people, is it. These are the games we've played, enjoyed and then not played again because *Streetfighter 2 – Turbo* came in, or something. Ahem. What we're saying is – if you have one of the featured systems, then, for your gaming library to be even vaguely respectable, you should consider the purchase of at least one of the featured games. If you don't agree with us, you smell. It's as simple as that. Thanks for calling.

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Virgin GAMES CENTRE

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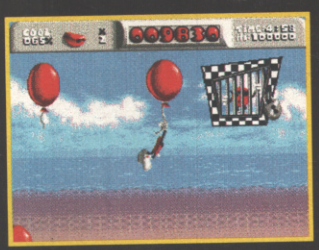

SNES

1. **Starwing** – Nintendo
2. **Alien 3** – Acclaim
3. **Super Star Wars** – JVC
4. **Super Mario Kart** – Nintendo
5. **Tiny Toon Adventures** – Konami
6. **Super NBA Basketball** – Acclaim/LJN
7. **Pebble Beach Golf** – Nintendo
8. **Mickey's Magical Quest** – Capcom
9. **Bulls vs. Blazers** – Electronic Arts
10. **Super Mario World** – Nintendo

GAME BOY

1. **Top Rank Tennis** – Nintendo
2. **Super Mario 2** – Nintendo
3. **Caveman Ninja** – Elite
4. **Star Wars** – Ubi Soft
5. **Alien 3** – Acclaim
6. **Super Mario** – Nintendo
7. **Lemmings** – Ocean
8. **Mystic Quest** – Ubisoft
9. **Jack Nicklaus Golf** – Nintendo
10. **Terminator 2** – Ocean

MEGA DRIVE

1. **Cool Spot** – Virgin
2. **PGA Tour Golf 2** – Electronic Arts
3. **Super Kick Off** – US Gold
4. **Ecco The Dolphin** – Sega
5. **Tiny Toon Adventures** – Konami
6. **Bulls vs. Blazers** – Electronic Arts
7. **Road Rash 2** – Electronic Arts
8. **Desert Strike** – Electronic Arts
9. **Lemmings** – Psygnosis/Sunsoft
10. **Mutant League Football** – Electronic Arts

PC Engine

1. **Streetfighter 2 -** Champion Edition – Capcom
2. **PC Kid 3** – Hudson Soft
3. **Soldier Blade** – Hudson Soft
4. **Lords of Thunder (CD)** – Hudson Soft
5. **Loom (CD)** – Lucas Arts
6. **R-Type** – Hudson Soft
7. **Ordyne** – Namco
8. **Bomberman '93** – Hudson Soft
9. **World Court Tennis** – Namco
10. **Ultimate Tiger** – Taito

AMIGA

1. **Gunship 2000** – MicroProse
2. **Championship Manager '93** – Domark
3. **Flashback** – US Gold/Delphine
4. **Graham Gooch's Cricket** – Audiogenic
5. **Walker** – Psygnosis
6. **Reach For The Skies** – Virgin
7. **Premier Manager** – Gremlin
8. **A-Train** – Ocean
9. **Desert Strike** – Electronic Arts
10. **Sensible Soccer 92/93 -** Renegade

NES

1. **Noah's Ark** – Konami
2. **Turtles 2** – Konami
3. **Dragon's Lair** – Elite
4. **Micro Machines** – CodeMasters
5. **Pirates** – Microprose
6. **Dizzy** – CodeMasters
7. **Super Sports Challenge** – Nintendo
8. **Bayou Billy** – Nintendo
9. **Probotector** – Konami
10. **Bucky O'Hare** – Nintendo

NEO GEO

1. **Fatal Fury 2** – SNK
2. **World Heroes 2** – SNK
3. **Art of Fighting** – SNK
4. **3 Count Bout** – SNK
5. **King of Monsters 2** – SNK
6. **Baseball Stars** – SNK
7. **Super Sidekicks** – SNK
8. **Viewpoint** – SNK
9. **Sengoku 2** – SNK
10. **The Last Resort** – SNK

GAME GEAR

1. **Mickey Mouse 2** – Sega
2. **WWF Steel Cage** – Sega
3. **Sonic 2** – Sega
4. **Alien 3** – Acclaim
5. **Lemmings** – Sunsoft

LYNX

1. **Dracula** – Atari
2. **Dirty Larry** – Atari
3. **Toki** – Atari
4. **Dinolympics** – Atari
5. **Power Factor** – Atari

This Ain't No Game

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PG

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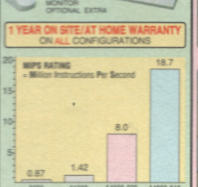

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COMPLETE control

Roll up! Roll up! ...as Rich Pelley unbuttons his cuff and sticks his arm into the lucky dip that is the AMIGA POWER Complete Control postbag. What will he pull out today? Level codes? Power-up cheats? A solution to *Flashback*? Hey – let's find out!

THE LOST VIKINGS

(Interplay)

Stuart McMillan of Lanarkshire, Scotland, happily informs us that he is always ready to share a few top games-playing tips with his very favourite mag. But, as he points out, the following level-skipping codes for Interplay's Nordic three-way platform-romp probably aren't the sort of thing that the readers' section of 'Razzle' is looking for, so (good on him) he elected to send them in to us here at AMIGA POWER instead. Good call, Stu!

Level 2 – GRBT	Level 11 – VLCN	Level 20 – WKYY	Level 29 – H0PP
Level 3 – TLPT	Level 12 – 0CKS	Level 21 – CMB0	Level 30 – TRDR
Level 4 – GRND	Level 13 – PHR0	Level 22 – BBLL	Level 31 – FNTM
Level 5 – LLM0	Level 14 – C1R0	Level 23 – TTRS	Level 32 – WRLR
Level 6 – FL0T	Level 15 – SPKS	Level 24 – JLLY	Level 33 – TRPD
Level 7 – TRSS	Level 16 – JMNN	Level 25 – PLNG	Level 34 – TFFF
Level 8 – PRHS	Level 17 – SMRT	Level 26 – BTRY	Level 35 – FRGT
Level 9 – CVRN	Level 18 – V8TR	Level 27 – JNKR	Level 36 – 4RN4
Level 10 – BBLS	Level 19 – NFL8	Level 28 – CBLT	Level 37 – MSTR.

HUMANS – THE JURASSIC LEVELS

(Mirage)

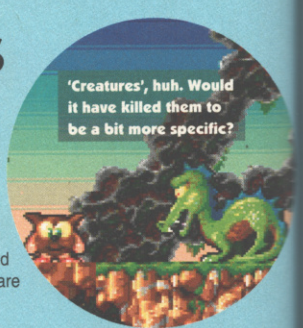
What can we possibly say about these codes for *Humans – The Jurassic Levels* apart from the fact that there are thirty of them, they were sent in by William Burchell of Lincoln and, er, here they are?

Level 1 –	WHEELS ON FIRE	Level 16 –	KATE
Level 2 –	ROLLING DOWN	Level 17 –	SNESSY
Level 3 –	THE ROAD	Level 18 –	OLDHAM8BORO1
Level 4 –	SKIVE OFF	Level 19 –	FROG AND TOAD
Level 5 –	DAY TRIP	Level 20 –	DANSPAM
Level 6 –	GIRAFFES	Level 21 –	SAVERRANCER
Level 7 –	MAKE UP	Level 22 –	19ACOPY
Level 8 –	FLYING AVENGER	Level 23 –	M LOVE BONE
Level 9 –	WIBBLE	Level 24 –	ASYLUM
Level 10 –	BILL AND BEN	Level 25 –	WINOPUSKA
Level 11 –	SPITFIRE	Level 26 –	ALICEINCHAINS
Level 12 –	DESERT ANGEL	Level 27 –	ABSOLUTELY
Level 13 –	NOONEKNOWSUS	Level 28 –	FABULOUS
Level 14 –	APRIL 1993	Level 29 –	ED AND PATS
Level 15 –	ALMONDBURY	Level 20 –	SWEETIES.

CREATURES

(Thalamus)

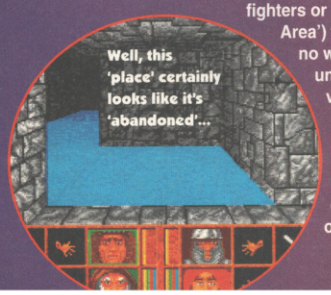
I can put forward no ideas of my own as to why this is, but as far as this month's small tips go, things seem to be rather level-code- or RPG-orientated. Just as well then that it was also this month that Martyn Haigh of Bucks chose to send in this small offering for Thalamus' cutie, giving me at least one opportunity to break the routine. Pause the game and type **A FINE KETTLE OF FISH**. The Function keys are now active to ship you through the levels.



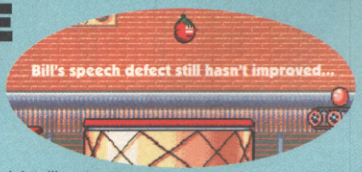
ABANDONED PLACES 2

(ICE)

Anthony Caniano, of Mass Park, has unearthed this cheat to significantly increase your characters' experience. Attack and kill any single monster (or group of monsters). When it (or they) begin to visibly fade away, cast any 'hold monster' spell that you have such as 'Dream' or 'Hold Everything'. The creature will cease dimming and just sit there. Now you can attack with your fighters or cast attack spells (including 'Fire Area') to rake in the experience points with no worry of the monster going anywhere until the spell wears off. This can be verified by watching the experience line in the character sheet grow while you're attacking the faded creature. If you are quick enough you can re-freeze the monster, otherwise just go and find another one to repeat your trick on.



BILL'S TOMATO GAME



(Psygnosis)

With all the excitement that was going on in issue 27 over the exceptionally high quality of artwork and second-to-none, quick-witted, intelligent reviews and features, the chances are very few of you noticed that we only gave you complete codes for the first five levels of *Bill's Tomato Game*. Well, apart from William Burchell of Lincoln, of course, who provided these:

Level 6 – **TETTOL, GOUCKAT, VOUPET, CLOAVUN, PASSUN, MOOVAL, FLIONNOG, CLANUN, PLUMIN, FLEASSAN.**

Level 7 – **NYMIT, PLIOFOL, DREDDIN, PLIPAR, GEGIT, FLAIVIT, FLAGGOG, DRINNOL, POIGOL, GLUTTAT.**

Level 8 – **FLUVON, FLUGGAR, NOUPPEL, VEAKER, SLEDDON, SLOIPOL, TOOLLEL, MYPER, BUMET, GLEEGGAN.**

Level 9 – **DRAIBBEN, GLIAKIN, SIAMOL, NEKOL, CLIGAT, VUSSEN, PIBBEL, SLEAKUN, NUPPON, WOGGEL.**

Level 10 – **GAILLIT, CLOUGEL, FLICKOG, PLOTTIN, MUSSET, ZOALLON, GOAMON, SOADDET, GLIOFAR, VEEFER.**

POPULUS 2 – THE CHALLENGE GAMES

(Bullfrog)

"Hello Jolly Children of the Universe. Here are my tips for *Populous 2 – The Challenge Games*. What have you go to say to that, then? Jonathan Tasker, East Barnet." Er, how about 'thanks', John?

Level 0 – **VERDANT**
Level 2 – **WALLS**
Level 3 – **FIRE**
Level 4 – **BASALT**
Level 5 – **PAPAL**
Level 6 – **HEAT**
Level 7 – **OBVIOUS**
Level 8 – **BULLFROG**
Level 9 – **SURROUND**
Level 10 – **RANGER**
Level 11 – **MAGNET**
Level 12 – **SURFIN'**
Level 13 – **DIAGS**
Level 14 – **BANDITS**
Level 15 – **WINDS**
Level 16 – **WAVE**
Level 17 – **WALL**
Level 18 – **FUSE**
Level 19 – **MIGRATE**
Level 20 – **HURDLE**
Level 21 – **SIEGE**
Level 22 – **SFICE**
Level 23 – **CONU**
Level 24 – **MUSHY**
Level 25 – **GAUNTLET**
Level 26 – **UWORLD**
Level 27 – **SPLITTER**
Level 28 – **CELTIC**
Level 29 – **ELECTRIC**
Level 30 – **ILLUSION**
Level 31 – **ESCAPE**
Level 32 – **SABOTEUR**
Level 33 – **RITES**
Level 34 – **GUARDS**
Level 35 – **EXTINCT**
Level 36 – **PATHWAY**
Level 37 – **RUNNER**
Level 38 – **TWIN**
Level 39 – **ORCHARD**
Level 40 – **ROCKY**
Level 41 – **FRYING.**

DON'T FORGET

My Granny reads AMIGA POWER (because I'm in it), but she would think it was rude if I asked you to send in your cheats, tips and codes and then you didn't. So you'd better send something to: AMIGA POWER, 30 Monmouth Street, Bath, Avon BA1 2BW. We're particularly on the look-out for mini-play guides (to NEW games only) to include on these two pages. There is the added incentive of large prizes for these if you comply.

FLASHBACK

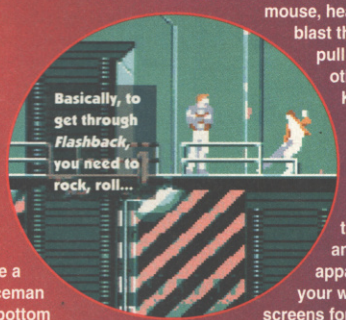
(Delphine)

Last month things seemed to get rather cut off in the middle of Section 2 (password: BURN) – the only other thing you may need to know is that the third terminal along is the correct one to insert the card into. Other than that – let's get on to Section 3!

Section 3 (password: EGGS)

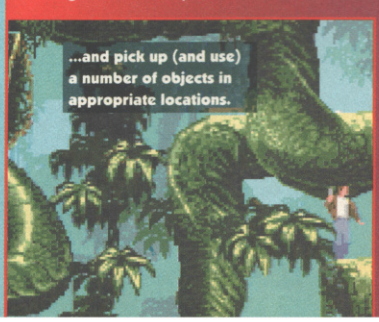
Watch out for security bees on the third and fourth and first and second screens to the left and right respectively, and take the lift up. Activating the switch to the right, step over and back onto the floor switch, then duck and grab upwards between blasts. Jump the trapdoors over the landmines for three screens to the left and prepare to take out a guard. Draw your gun before rolling a level up, step onto the switch and duck. You will cling onto a platform if you run over the drop on the next screen. Lower yourself down, roll under the second falling mine and running-jump your way onto the next screen. Roll through the second and third landmines and recharge. Let the guards come to you at the bottom right of Level 3, utilise the forcefield on Level 2 and shoot the guard on Level 1!

Section 4 (password: GURT)



Use of the forcefield is now essential, so be warned. Slay the policeman, tumble left, shoot the robot, and run past the second before drawing and firing. Face and stand to the left of the lift and take a ducking shot at the policeman before rolling left at the bottom and killing him. Watch out for more policemen, a robot and the pit on the next three screens and hail the taxi. Ignore the robot, take a running jump from the top platform, shoot the glass and jump through. Descend, head right, climb the blue light, shatter the door and collect the key.

Now, proceed right to the keylock. Recharge to the right, pull the switch to the left and take the lift down by said keylock. Scale the blue light and wait for the lift. Climb, pull the switches along the two corridors and get the key. Unlock the keylock and ascend. Roll over the first trapdoor to reach the units. Climb down the gap, pull the switch, get the key, take the lift up, use the key and re-save in case you now go and mess up the next bit.



Section 5 (password: CHIP)

One guard drops a key if you shoot him. Go up a screen and time your way past the disintegrators. Pick up the telecontroller, receptor and key from above and recharge down the gap. Pass both the disintegrators and the gap to the right by throwing the receptor and using the controller. Take a running grab onto the first platform to avoid the appearing disintegrator and climb down. Here lies your first slime alien. The best way to take these out is to roll away from them and wait for them to nearly catch up or drop on top of you before rolling back the way you came, turning and firing. Save in case you mess up teleporting past the disintegrators (you're safe to the immediate left of the door), and zap to the next section.

Section 6 (password: TREE)

Go right, up, slaughter two aliens, pull the switch and recharge if required. Drop the receptor on the lift, tumble down the gap and run to the mid-bottom of the screen before shooting the three aliens. (If you're in trouble, teleport away.) Use the stone to open the door to the left, ignore the mouse, head left, pull the switch, blast the door open and, er, pull the other one (the other switch, that is). Kill the resulting alien and carefully take out the alien to the left, teleporting away to recharge if need be. Pick up the diary, call the lift, go down, right, and teleport down the apparent abyss. Make your way through the other screens for the key, head right of the abyss and unlock the keylock.

Section 7 (password: BOLD)

Go up, zap the aliens, pocket the mice, then climb up and take a running jump to avoid the falling mines. Place the receptor next to the lift, ascend and activate the switch. Lure the alien out of his pit and back towards the energy generator to get more killing room. Pull the switch and teleport back. Pick up and use the key the alien drops, take the lift, climb the rest of the way and time your way past the disintegrators. Stand to the left of lift 2 to avoid the landmines, and teleport down the shaft. Keep shooting the eye, ducking beneath its fire, and teleport down.

Venture far right along familiar ground and drop the receptor, go all the way back left, take the lift down, go through the door, stand in the middle of the screen and shoot the aliens (they only take one shot). The hanging creature needs to be shot from alternate sides, while taking care of the groups of aliens, starting with the left. (Roll away after each shot.) After rolling through the disintegrators you will be told what to do with the Nuclear Device. Pull the switch, teleport and take the lift up, up and away...

And now try it on the 'hard' setting.

ARABIAN

Still in the dark about how to finish this Krisalis cutie? Mark

Last month saw little Sinbad Junior safely through the first few levels, so this month's offerings will only be of any use to you if you've spent the last month doing one of two things: battling valiantly through the game on your own, or carefully working through the previous issue's play-through. Anyway, grab your joystick and aqualung, and head for [dramatic pause] The Deep!

The down-side of this level is that you can't attack anything underwater (well, you try swinging a sword in a swimming pool – hard, isn't it?) so you've got to avoid everything.

1 Look out especially for the Skull which looks a lot like the bonus skulls, but doesn't spin round. The good side of this level is that there are so many bonus points around that if you were to stuff them all in one of those carriers that they give you in supermarkets, the handles would snap even before they'd had time to dig painfully into your hands. There's also a pipe system that'll whoosh you all over the place, and if it wasn't for us giving you all this helpful advice, you'd end up horribly lost.

2 Just jump into the first pipe and then swim up and around to the left, where you'll find a chest with diving boots in them. These are heavy enough to stop you bobbing up to the surface, and also pretty essential later on in the level.

3 To the right of the chest are a further two pipes, so leap down the bottom one to get to all manner of smashing bonus thingies.

4 Just to balance out the game in a Yin-and-Yang sort of way, you'll find yourself heading face-first into a ball and chain if you take the top pipe. This is not a Good Thing, but if you avoid it and go through the pipe on the right, you'll find yourself in an area with six pipes in it. If you're not careful, you'll be shot from one pipe to the next and eventually go whizzing off in the wrong direction. What you need to do is re-enter the pipe you came out of and this time you'll be set back onto the right path. If you can stop yourself in the middle of the pipe area, pick up the bonuses and the extra life.

5 Avoid the ball and chain, leave the chest hidden in the hole as it's a trap, dodge the swimming enemies and skulls and then negotiate the spikes. This is where you're either glad you've got the diving boots or wishing that you'd picked them up after all.

The next section winds through the rock. Head for the pipes to get the correct route but don't worry, if you get it wrong you still end up getting some bonus points!

You get to the last room before the Water Guardian, and here you get a chance to renew your health by using up any potions you may have. There's also a secret room up near the spikes.

6 The Guardian uses bubbles to force you into the spiky roof, so you've got to dodge them, and also avoid falling into the water, as for some reason this suddenly becomes fatal. Every time the Guardian starts to shake, he's about to attack, so get out of the way, boyo.

7 The mine-cart race is all about speed, and even though you can collect jewels, remember that the most important thing is to finish the race. You can do this in the other cart, or even without any cart at all, and if you manage to finish without a wheel on your cart, you'll score a huge bonus when you get to the Customs Desk.

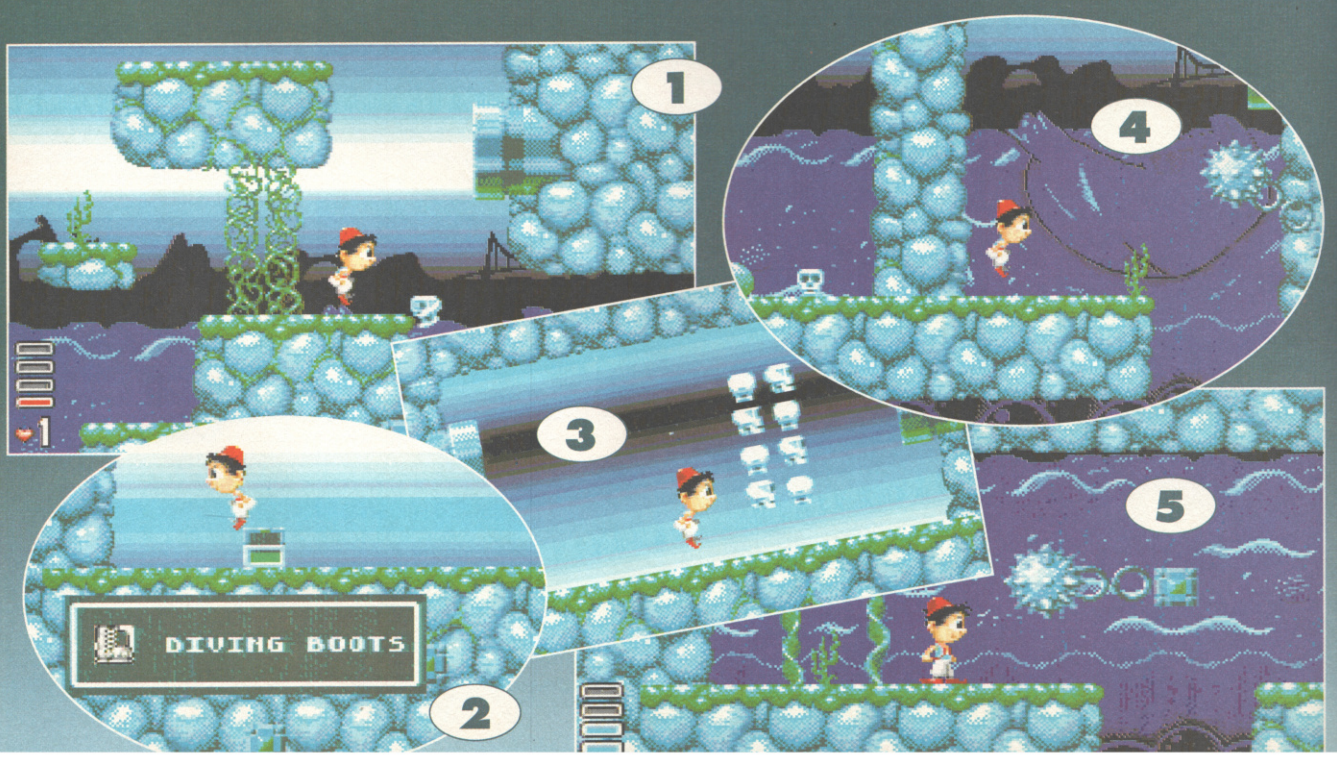
The best way to get a good time through this level is to cut corners. Instead of bouncing off the bumpers, slow down before you get to them and drop straight down the ramp. Also, if you slow down too much going uphill, hop the cart upwards rather than going back for a longer run-up.

8 Late in the race, just before the second wall of ice, there's a short cut. When you get to the two arrows, hop from platform to platform making sure you avoid the magnet (otherwise you lose the wheels) and you'll miss a big chunk of the level. Should you miss this route, get over to the bottom right of the map and jump out of the cart and onto the arrow, which will fire you upwards. Finally, if you can find the super speed key, you'll have no problems winning the race.

9 Downwards and onwards to the Diamond Mines, which only has a few secret rooms, but has lots of short-cut-like sort of bits. The large hole after the conveyor belts isn't one of these, however – it's merely a fairly obvious lure to tempt you onto the hideously long and nasty spikes beyond.

10 To get up the long tunnel, you've got to hack at some of the ice blocks to carve a way to the top. This route's a bit longer than simply going along the tunnel on the right, but also a tad more profitable in the the jewel stakes.

11 Although the buzz-saws look intimidating, they follow a set path. This means that if you watch



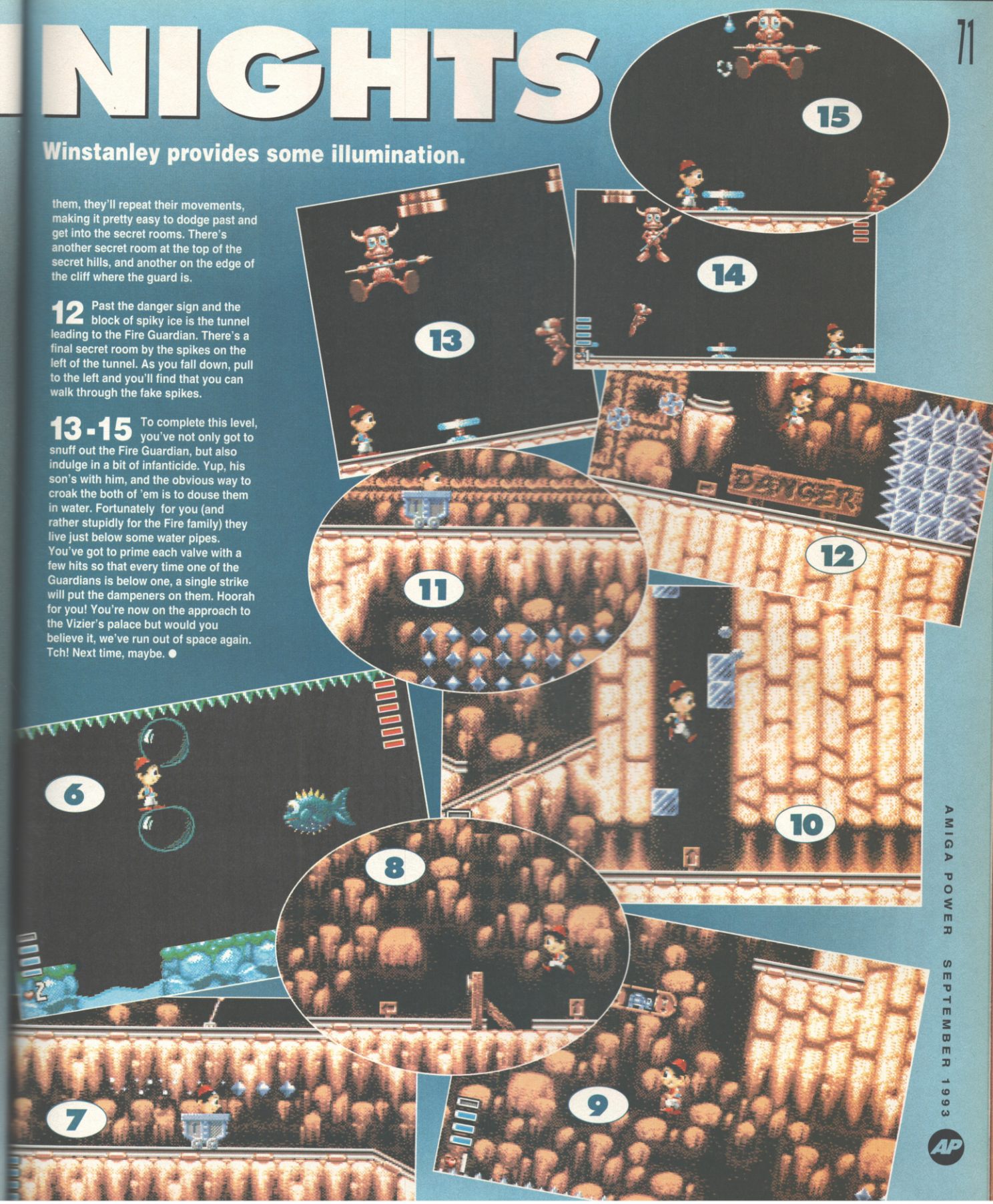
NIGHTS

Winstanley provides some illumination.

them, they'll repeat their movements, making it pretty easy to dodge past and get into the secret rooms. There's another secret room at the top of the secret hills, and another on the edge of the cliff where the guard is.

12 Past the danger sign and the block of spiky ice is the tunnel leading to the Fire Guardian. There's a final secret room by the spikes on the left of the tunnel. As you fall down, pull to the left and you'll find that you can walk through the fake spikes.

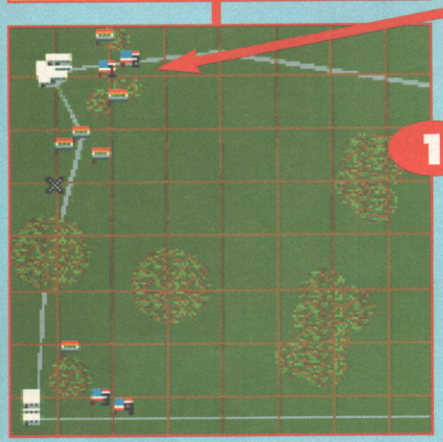
13-15 To complete this level, you've not only got to snuff out the Fire Guardian, but also indulge in a bit of infanticide. Yup, his son's with him, and the obvious way to croak the both of 'em is to douse them in water. Fortunately for you (and rather stupidly for the Fire family) they live just below some water pipes. You've got to prime each valve with a few hits so that every time one of the Guardians is below one, a single strike will put the dampeners on them. Hoorah for you! You're now on the approach to the Vizier's palace but would you believe it, we've run out of space again. Tch! Next time, maybe. ●

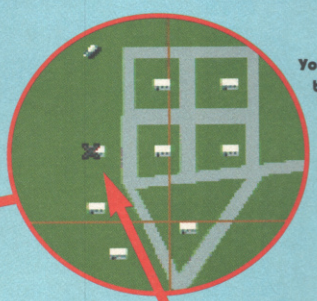


WAR IN

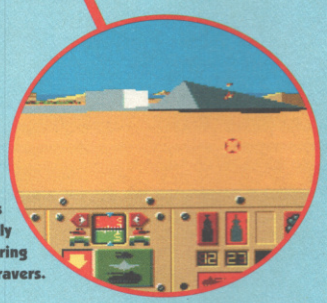
Whether it's busting tanks or protecting archeological

Failaka Island – about the size of the Isle Of Man, but with guns.

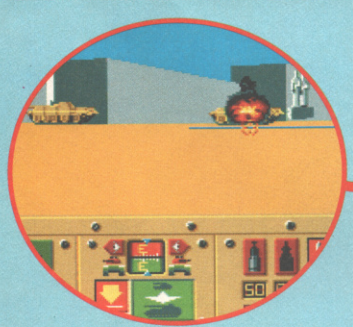




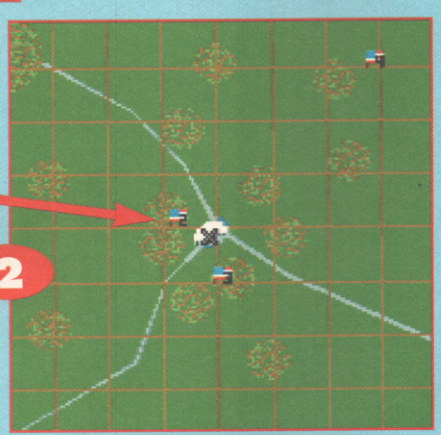
You've not been invited to this warehouse party, but they'll be sorry...

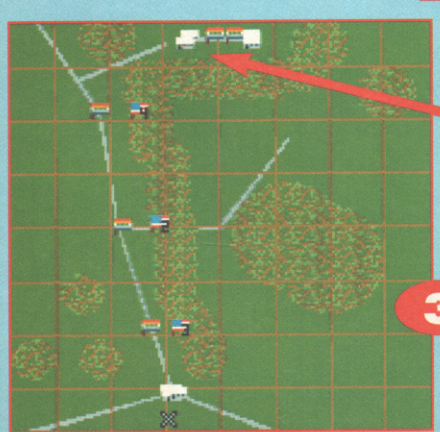


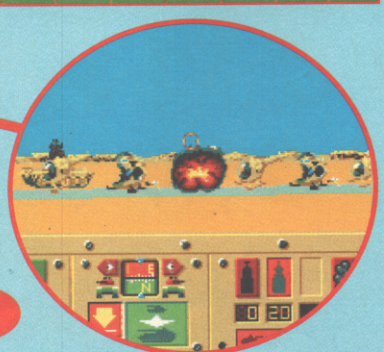
Boom! The roof falls on crowds of silly hat-wearing Iraqi ravers.



Due to numerous punitive poll tax demands being ignored by the Republican Guard, it's up to Task Force Bailiff to serve an eviction notice.







These helicopters are millions of dollars of high-tech turbines, navigational equipment and weapons or, to use the technical term, toast.

In many ways, the tanks used in *War In The Gulf* are radically different from those that you come across in everyday usage. Unlike fishtanks, they're not filled with water, and their floors are more likely to be littered with armour-piercing shells than multi-coloured gravel. Hot water tanks, the centrepieces of most central heating systems, may be made of metal, but I'd shout a hearty 'chinny-reckon' to anyone who claims that theirs could stop an high-explosive squash-head round. But anyway...

You want help in busting the cream of Saddam's armoured division, right? Okay, having 16 fully-crewed-up fighting vehicles would do the job perfectly, but since they'd take up valuable kerb-side parking space, a copy of *War In The Gulf* will have to suffice. When you're playing, remember that the M1 tanks have superior armour, and so should be used for any close-quarters rough stuff, and that the TOW missiles on the M113s have better range and stopping power, so should be kept back for fire support. If you position units so that they're just on the tree line, then you'll be able to fire on the enemy while remaining camouflaged. That's the theory anyway.

Battle for Failaka Island

1 Although you're supposed to first work out where the convoy's going and where it's come from, you can make life easier by looking on this map and then wading in and killing everything that moves. It's best to split two units off down the main road towards Az Zor, and send the other two across country to Saad Wa Saeed.

As you're moving up, you'll see a convoy heading out of Az Zor at speeds that I'd imagine are blatantly flaunting Kuwaiti traffic laws. The important part of the northern unit's mission is to destroy the warehouse that they came out of, which is to the northwest of the village. Once you've done that, deploy your forces to the south of the village to block any enemy units that dare to try and return to Az Zor.

When your other unit reaches Saad Wa Saeed, hide in the tree line or you'll end up catching far too much fire. You should be able see which warehouse the convoy turns into, but if you don't, it's not a problem! We can now exclusively reveal that it's the second warehouse from the south that's the important one, so get shooting. Assuming you've acted correctly on our almost invaluable info, then power-ups awarded, you've won the first battle.

2 You've next got to drive out all the forces from the archeological site at Ikaros, halt the counter-attack and then locate some Gaskin missiles, and all before breakfast. The problem is that you're not allowed to even chip any of the ancient buildings at Ikaros (that means no 'collateral damage', technical term fans) – if you destroy even a single building, then you've lost the battle. If you sneak up through the trees and fire on the occupying forces using TOW missiles, it's possible to rout them without even getting shot at.

To prevent the forces retaking the town, it's a bad idea to occupy it, as it's bound to get wasted in the crossfire. Instead, you should ring your forces round the edges of the forests and ambush them as they speed across the plains towards the town. While you're waiting for this counter-attack, use one of your M1 units to search for the missile site and destroy it. Once you've done that and held off the enemy for about 30 minutes, you're a bona-fide gosh-darned war hero.

3 In the next bang-shoot you've got to protect a group of support vehicles, which arrive in Failaka village about 15 minutes after the game starts. To let them through you've got to clear the northern road of the enemy and, as a final task, you've got to wipe out the helicopters in the northern airfield.

THE GULF

remains, Mark Winstanley has the tips that'll triumph.

To clear the road, send three units to concealed positions next to the three road blocks and then launch simultaneous attacks on all of them. Next, move two units south to defend the convoy – one unit east of the village and one to the northwest should provide enough cover.

This leaves you two units free to attack the airfield, although you can get away with using only one unit if you really want. If you do this, you can leave the fourth unit in the middle of the map to act as a reserve unit for either the convoy defence or the airfield attack. Place the attacking forces in forest cover near the air strip and blast all the choppers as quickly as you can, as you'll also have another counter-attack to contend with. Once you've reduced these forces to pools of molten metal, then it's Miller Time™ – you've taken Failaka Island!

Battle for Bubiyan Island

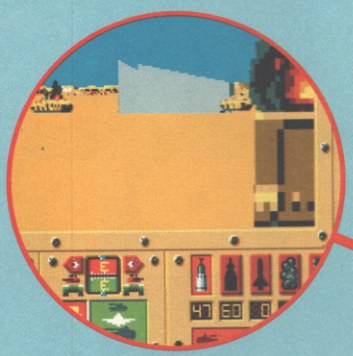
4 This one's a cinch – all you've got to do is get over the bridge and blow away anyone who gets in your way. Next you've got to wait for attacks from the south and make sure that you don't come under fire by hiding behind twigs or something. Leave two units in cover defending the bridge, and send the other two in to attack the police post. Use the forest as cover so that you'll end up at close range to the west, and then work out your very own version of Mr Ice T's controversial track, Cop Killer. Once you've held the bridge for 30 minutes or so, you've won. Congrats.

5 After this pushover, there's a strong chance that you're going to get your sorry ass completely trashed on this one, so listen good. There's an allied convoy that has to run to and fro along the road, and you've got to protect it from attacks coming from the west. If you try and escort the convoy, you'll end up accidentally shooting at yourself most of the time, so the simplest way is to form a static barrier on the eastern edge of the minefield. This way, the convoys are safely behind you, so anything that comes into view can be considered a legitimate target. If you keep an eye on the convoy's position, it's possible to predict where the next attack will come from, and although this battle's got the potential for getting horribly messy, if you stay cool then it's possible to do it without losing a single vehicle.

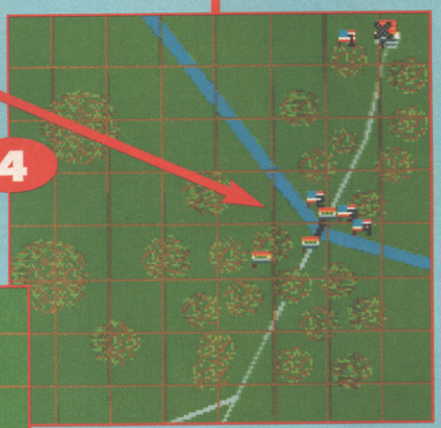
6 Your first problem in this one is to stop the advancing column of armour coming down the road from the east, so send a unit straight away to make their day as unpleasant as possible. While this is going on, you need to scout around and destroy two tanks that are hiding inside buildings. These are placed at random, but if you cruise around the battlefield, you'll notice that each wood has a building to the south of it. To avoid collateral damage of valuable Kuwaiti real estate, switch to infra-red and the tanks will show up even through the buildings. Boom!

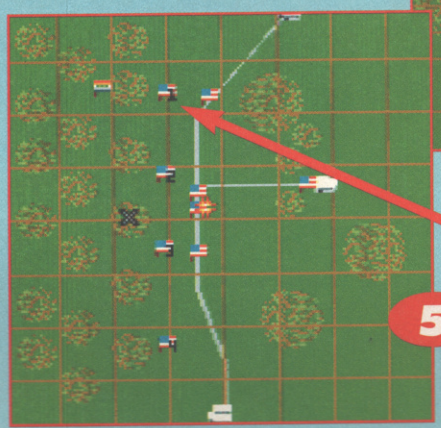
If you keep to the edges of the battlefield as much as possible, you'll keep the number of clashes to a minimum, and if you take time out to blow up radar towers, satellite dishes and comm towers, your fiscal remuneration (Eh? I mean you'll get 'loadsa money') from the Kuwaiti officials will be most impressive. You've also got to make sure that you can reach the rendezvous point in time, which is just east of the most southerly forest. If you manage this, then you've once more proved that might is right, and that if the meek ever inherited the Earth, then hard men with guns would take it away from them again. Straight away. And on that cheery note, I'll leave you to blast your way across the Middle East all on your own. Bye. ●

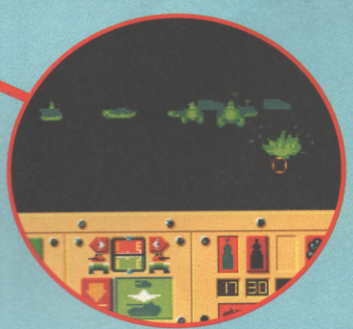
Bubiyan Island – like Anglesey, only with more weaponry.



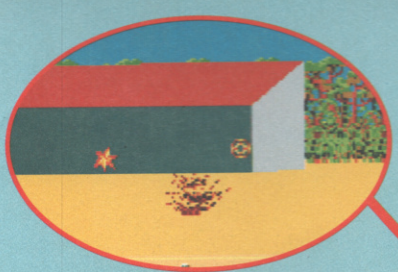
Remember, people – burning vehicles is only a Good Thing if they're not yours. Unfortunately, this isn't the case here. 3 out of 10, Could Do Better.



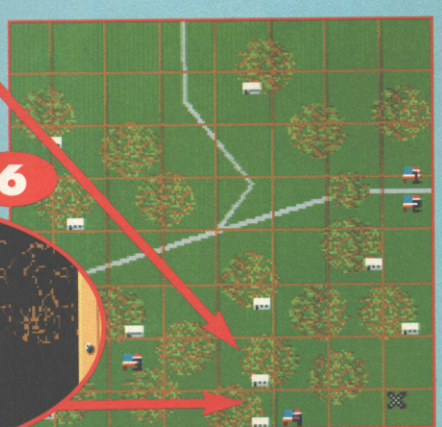


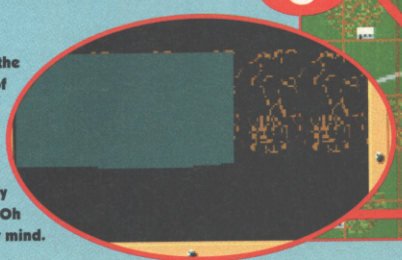


Hiding behind smoke and popping the baddies using IR sights gives you an improved chance of survival in the open, as they can't see you. Ha ha.



We seek them here, we seek them there. There's a tank in here. We think. Possibly.





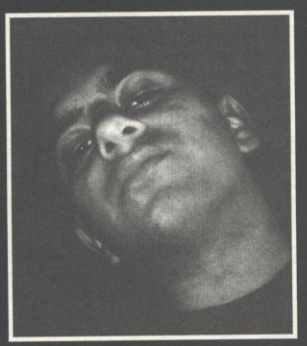
But with the wonder of infra-red imaging equipment, we find that I'm completely mistaken. Oh dear. Never mind.

LOSER?

Then you need...

THE LAST RESORT

with Rich Pelley



He's the master of metaphor, and the maestro of myth, the wizard of adventure and the captain of your heart. All rise for the wit and wisdom of Sir Pelley of Rich.

If you're suffering from a gamesplaying hangover but are unable to locate the Alka-Seltzer, if you've got a splinter of an Amiga query but no idea where you put the tweezers, if you have an unreachable game-snag itch but cannot find anyone to scratch it for you, if you have sat down on and locked the door of the lavatory of computer games before realising that there is no toilet paper left *(Get on with it. – Ed)*, then it is these inimitably blue pages of AMIGA POWER that you should write in to. And if you're one of those people who likes to help others who are stuck when I can't, then please feel free to write in also. Thanks.

LOOSE ENDS

These readers have pressed the button on the pedestrian crossing of Amiga Games Road but have failed to stop the traffic. (Er.) Can you provide the lollipop lady?

Q "I'm stuck on Brick Jagger at the end of CHUCK ROCK 2. Could anyone help me out there?"
Alex Collier, Maidstone

Q "The screen after you see the fake Derrida and see the real one in D/GENERATION has got me in a bit of a fix. I hope someone can help."
Phillip Marshall, Bluff, New Zealand

Q "I am writing to you out of desperation. *(Thanks – Rich.)* I have a copy of FATES – GATES OF DAWN by Rainbow Arts, and what I would like to know is (a) How do you get to the King's Castle?, (b) How do you find the Staff Gathalak and (c) How do you find Miras Athran and The Cave Train? I don't actually usually bother to buy the magazine, so could you possibly write and let me know whether you are going to print this letter in the enclosed SAE. *(Get lost, creep. – Ed)"*

Q "Like my brother, I am unable to get the key in front of the six laser turrets in the room after the meeting with the D/GENERATION itself. I managed to get through once but when I went back for the key I got blasted."
David Marshall, Bluff, New Zealand

Q "I need your help with DUNE. I've conquered all the fortresses to the west of the palace and I have also captured the Harkonnen captain. I know Chani is being held here but when I plan a siege I always lose, even if I attack with, say, four expert Fremen troops armed with kyrs, lasers and weirding modules. What do I do? I've heard talk of atomics, but where do I find them? And when will Lady Jessica be ready to investigate the Water of Life?"
Poels Tim, Beerse, Belgium

Q "On BAT 2, how do you get past the guard on Bedian 6? I have the Preator's clothes and the false Preator's card. When the guard asks for my ID and I show him, he arrests me for criminal impersonation."
Shaun Farrar, Northumberland

Q "While playing DEUTEROS my brother and I came across a mechanoid invention known as a Sonic Blaster. We found that it could fit onto a tool-pod or mount on a shuttle or any other chassis, but we are still in the dark as to its true use. Could someone please enlighten us?"
Khalid Shawwa, Croydon

Q "I am having trouble with level 10 of Sports land of LEMMINGS 2. Please could you print this fact in The Last Resort?"
James Anslow (age 12), W Yorks

Q "I've also got a bit of a LEMMINGS 2 problem – mainly in the fact that I can't do Outdoor level 9 or Beach level 7."
Michael Allison, Yorkshire

Q "You think you've got problems? I can't do Classic level 7."
Martin King, West Yorks

Q "On level 3 of the Dark Tower of LEGEND I'm stuck in a room with a chest in one corner blocked by a cauldron. There are four runes on the floor ('dispel', 'heal', 'damage' and 'paralyse') and a pillar in another corner with two 'heal' and two 'damage' runes by it. How do I reach the chest?"
Ian Soulby, Southend

MYTH

Q "Well blow me if I've got the faintest idea what's going on level nine of System Three's classical romp. I've collected all the little statues, but nothing seems to happen when I drop them onto the platforms. Am I doing something hugely wrong?"
Martin Bond, Pontleypool

A You could say that – you have to drop the mummies in the correct order and in the

correct places, which you are not. Drop the green mummy on the bottom left platform first and you will be shown the positions to place the other three. Hope that helps.

OPERATION STEALTH

Q "I have bought the flower, taken a taxi, gone to the park and sat on the bench. My contact appears but he is shot and I am arrested for his murder. What am I doing wrong?"
Harvey Mansell, Worcs

A What would you do if you met someone in a park and they were shot? Run away, by any chance? (But don't forget to pick up the Keycard first.)

Q "I am stuck in the room where the electric rays cover the door. I have found the blank stamp and the stamp pad from the cigarette case but I haven't been able to find any ink."
Sarah Cutts, Nottingham

A Simply use the stamp on the pad and it will be inked and, having inked it, use it on the orders sheet. Operate the cigarette case, examine the blue cigarette, operate this in turn, use the cigarette paper on the glass and a fingerprint will appear. This fingerprint will get you through the door you were previously unable to pass.

PRINCE OF PERSIA

Q "I can't get past the ghost on level 12. Please help."
Sarah Cutts, Nottingham

A The ghost that you alluded to isn't in fact a ghost at all but your mirror image alter-ego. Draw your sword when he approaches but don't fight him – jump into him instead.

APIDYA

Q "It's a bit of a boring question, really, so please excuse me, but you couldn't tell me what those codewords were again, could you? And where do you have to type them?"
Paul Harwood, Bournemouth

A Okay, just this once: the passwords are: MISSHONEYBEE, SNEAKPREVIEW, HASTALAVISTA and DEPUTYOFLOVE. Simply pick one and type it in on the title screen.

LURE OF THE TEMPTRESS

Q "I cannot get into the castle gate. I bought the game last summer and been trying to get in for months but with no avail. In fact, it's only as a 'Last Resort' that I wrote to you. For the answer, that is. *(Clever wording, we know. Cheers. – Ed)*"
Lindsay Connolly, Belfast

A The only way to get into the castle is to get smuggled in. At Ewan's shop you should overhear Skorl telling Ewan to get into the barrel ready to be sneaked into the castle. When Skorl leaves approach Ewan and inform him that you'll take his place in the barrel, to which he'll agree, and you'll be in.

CASES CLOSED

These AP readers have been so ridiculously helpful in sorting out previous puzzles that it's almost a shame that we don't bother to award some sort of prize. Still, that's life, eh?

D/GENERATION

Q Darren Wall of Halesowen was having password problems on Floor 84, Scene 82/84.

A "You are correct to think that the man is giving you a password. He says things like 'I am the bringer of famine', or 'I am the bringer of death' when you first speak to him, which may well sound like nonsense, but the password is in fact the last word that he says. Okay?"
Stuart Lucas, Bromley

THE SIMPSONS

Q Four issues back, Claude Licari of Malta was missing the final goal.

A "On level 5, when the rods are all in the reactor, visit Maggie (the baby) on the fourth floor. She will hand over the last rod, which you can then put in the reactor and finish the game."
Emmensom Jonge, Pinhel, Portugal

HARLEQUIN

Q Chris Kelly of Londonderry was getting himself in a tangle trying to get all the way back from TV World to the Dream Mile.

A "Go from TV World back to the Walk Across The Rooftops. Providing the piece of heart on this level has been located and the switch next to it has been pulled, there will now be an open space where previously there was a small lit window. To find it, go to the bottom-left corner of the screen and jump onto the vertically moving platform. Jump to the right shortly before reaching the top and onto the platform."
Stuart Lucas, Bromley

EYE OF THE BEHOLDER 2

Q A Cavill of Ipswich posed a few short questions, probably in full knowledge of how long it would take me to type out the answer.

A "Take the first right, then right again and continue as far east as possible until you will find an illusionary wall in the middle of the Eastern Passage. Go through it, and pick up the key to the Spider Lock. Make for the Ant Level, ensuring you have enough spells and scrolls to take out the ants, and pick up the wind-horn and all the objects. Return through the illusionary wall and use the Spider Key on the wall with the pressure plates. Open the opposite door, then kill the gargoyles. (Lightning bolts are recommended.) Take the illusionary wall to the south (the one to the west leads to more gargoyles) to find, among other things, the stone needing to be used on the 'strange doorway' that you alluded to.

Now go back to the room after the pressure pads. To the south there is a moveable wall which leads to the room with the 'strange doorway'. To the west is another moveable wall. You will now be able to leave with the Darkmoon keys, but don't miss the switch on the wall which reveals the fourth wind-horn."
Thomas Gladwin, The Netherlands

CAPTAIN PLANET

Q Pamela O'Neill, who hails from New Ross in Ireland, couldn't get into the spaceship or reach the exit on the fire stage.

A "Firstly, you can't kill the man in the sky. To complete the level, you need to patch up the ozone layer. To prevent further damage, fire at the balloons. Collect the bubbles of ozone from the pipe and drop these on the ozone layer. Finally, save the seals on the clouds by nudging them with your ship and waiting until they have all passed the South Pole sign – this wall blocking the exit will now have vanished."
John McCallum, Graham Blackwood, Michael Francs, Kevin Coe *(and others too numerous to mention)*

MAGICLAND DIZZY

Q Tony Leenan of Drury, New Zealand, wanted to know how to pass the lava and what some other things were for.

A "To get past the lava you have to rescue all of your friends, starting with Dozy. Place the lightning conductor on top of the stone and rub the lamp with the duster. This will annoy the genie who will eventually throw a lightning bolt and wake your pal. The sword makes you into a king – take it to the room halfway up the second tower in the ice castle, jump through the mirror and walk into the Queen. You can now rescue Grand Dizzy, and in turn use the clouds coming out of the volcano to cross the lava. Oh yeah, and the rubbish and milk bottle are just red herrings."
Joanna Kurby, Leicester

DUNGEON MASTER

Q John Archer wondered whether saving the mummy on level 5 would be to his advantage.

A "Yes. (I think.) What the heck, John, give it a try."
Jon Longman, Hull

SHADOWORLDS

Q Ben Nicholas of Taunton was having, oooh, all sorts of problems on level 4. Was anyone able to help?

A "I can. You are, I take it, stuck on the ice planet. Don't take the whole party down, but instead equip your speediest character with the bare minimum and teleport him down alone.

On arrival, locate the origin of the shots and shelter in front of the rock. When the robots advance, fall back while keeping under cover. You should notice that as they approach, their spray ricochets back into their path off the rock. Eventually this should kill them, so grab the crate and teleport back.

Things get rather hairy on the next level, so here's a little extra info. Arm a single character with a flame cannon and a flame shotgun before teleporting him down. In the first sector, ignore the guards, run to the end of the zone, extinguish all the lights and creep north, between the guards and onto the floor plate and prepare for sector 2.

Amidst the plasma bursts, click onto the right leg again and drag the mouse to run. Run to the right wall, down to the bottom end of the zone dodging enemy fire. Kill the guards, grab the crate, step on the plate and get the hell out.

As for the credit cards, you simply haven't put enough money in, so put another card in."
Paul Stoakley, Essex

SUPER MARIO WORLD

Q "I know that there is a second goal on Valley of Bowser Ghost House but I don't know how to get to it. Could you tell me where it is, maybe at the bottom of the page where no-one will notice?"
Anon, Surrey

A This secret exit is indeed very sneaky. Pick up the 'P'-switch and carry it until you are underneath the coin snake block, facing right. Hit the block, immediately hit the P-switch, jump onto the resulting bridge and steer it up and right to form the steps to a secret chamber. But don't tell anyone I told you, okay? *(You're fired. – Ed)*

THUNDERHAWK

Q "When I select Central Europe I always seem to run out of weapons."
Ronan Honaghan, Sligo

A Hmm. Tricky one, this. Have you tried not firing so many?

Well, unless I'm very much mistaken, that's it for this month. If you want to be part of the whole crazy business, write to: The Last Resort, AMIGA POWER, Future Publishing, 30 Monmouth Street, Bath Avon BA1 2BW. And don't forget to mark your envelopes 'Question', 'Answer' or, if you like, 'Surprise'. ●

EDGE

The **future** of videogaming

Mega Drive, Super Nintendo, **PC**, Amiga & then some

EDGE

onsale
at selected
newsagents
from Thursday
19 August 1993

Move **fast.**

Game: Football Tactician 2
Publisher: Talking Birds
Authors: In house
Price: £22.95
Release: Out now

Here's a story – there was once a footballer.

He played in Dundee, and loved every game

until he found the pitch covered in, er, weeds.

Fortunately, visiting side Leeds were, umm,

...keen gardeners! The End. *(You're Fired. – Ed)*

FOOTBALL TACTICIAN 2

Well, for a start, it's clearly the sequel to *Football Tactician.*

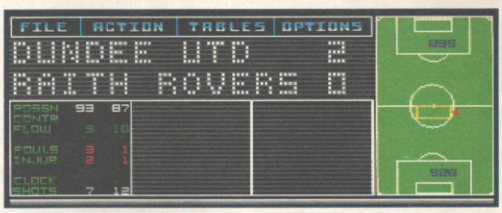
We've had this one advertised in the mag for a few months now, and quite literally some letters from insane football management game devotees practically begging us to tell them how it compares to their beloved *Championship Manager, Premier Manager, Graham Taylor's Beating The USA Challenge* (pfft!) and all the rest. Well, I slacked a bit on last month's issue, so as penance I decided it was time I got back to my roots and reviewed it. Not that I've got anything against football management games – the original *Football Manager* was one of my all-time favourites, it's just that every one of the eight million I've seen since then seemed to add nothing worthwhile to the original formula, and a significant percentage of them actually made things worse. For me, the aforementioned *Championship Manager* was the biggest offender of the lot – while undeniably comprehensive and 'authentic', it was so unbearably slow to play and completely devoid of any of the excitement, tension and thrills that must surely come from a real football management job, that I just totally failed to see the point of it.

Anyway, *Football Tactician 2* seems to be getting itself a bit of a good name on the sheepskin-jacket-and-flat-cap circuit, with its fancy new-fangled weekly updates and versions for every nationality under the proverbial sun. Personally, and predictably parochially, I chose the Scottish League version, beside myself with happiness at the concept of taking on the mantle of Stenhousemuir, Queen Of The South or Hamilton Academicals and once again visiting the haunting-grounds of my youth in such far-flung and exotic places as Airdrie, Dumfries, Motherwell and Falkirk (sigh). The more glamorous-minded among you might prefer to go for the new Italian model, boasting all the delights of the legendarily competitive (ah ha ha ha – right, Milan/Brescia fans?) Serie A and B.

"The game comes with its own regular news-sheet"

Anyway, on with the game. *FT 2* boasts all the usual features you'd expect from the genre and loads more besides, right down to drugs-testing in the Italian version – in fact, there are so many of them that the game comes with its own regular news-sheet detailing amendments, updates and improvements. Sadly, what it doesn't come with is a very useful instruction manual – I spent a fruitless 30 minutes searching for the way to alter a basic staple of the manager's job (my team's formation), before sadly concluding that it simply wasn't possible to do so.

Swoon at the tension of top-league footy ...

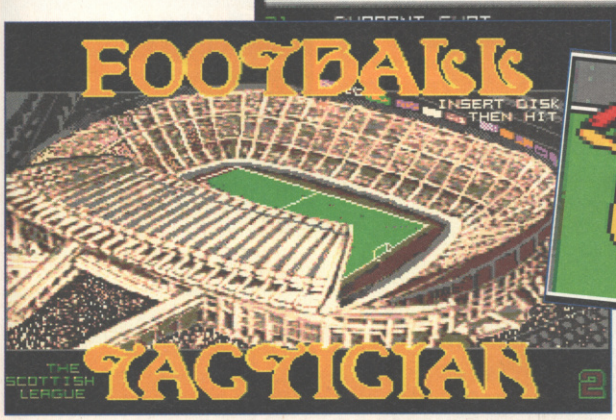


Another oddity is that you only seem to be able to study the shot-by-shot development of a match in retrospect, which kind of spoils the tension a bit. Now it may well be that I'm just not operating the menus properly, but if that is the case, it's just another symptom of the game's pretty unfriendly user interface – this isn't a game built with the casual or novice player in mind.

Still, I wouldn't like to give the impression that it's all bad – *Football Tactician 2* works just fine most of the time, and it's nice not to have to always play Hereford or something. What threw me, though, was that there seemed to be very little I could actually do to influence matters – while there are probably unseen depths that'd take weeks to find, I got the impression I'd seen it all after about a quarter of a season. Maybe I just missed the little stick-man highlights of *Football Manager,* but after the nationalistic thrill had worn off, this made me feel like going and watching a nice game of cricket, and that's just about the worst crime of all.

● *STUART CAMPBELL*

Gasp as the entire season flies by without you making a single change to the team, and puke with excitement at the replays.



Jeer as poorly drawn players shove each other in an unconvincing manner.

Yup, it's got it all, even the overpriced Wagon Wheels and cans of Tizer, and even the roar of the crowd. No, really, straight up mate.

UPPERS Faster-playing than many of the games I've seen in the genre, and Talking Birds do seem to have an admirably non-partisan view of the footballing world.

DOWNERS I could be wrong, but there only seemed to be about four things to do for most of the time, and there was nothing in the way of visual, sonic or other reward for your continued slogging through the menus.

THE BOTTOM LINE

Well, it's no worse than most of the other footie management games, but beyond some different teams it didn't seem to offer anything better either. Not exciting at all (but maybe it's not meant to be).

61 PERCENT

THE BOTTOM LINE

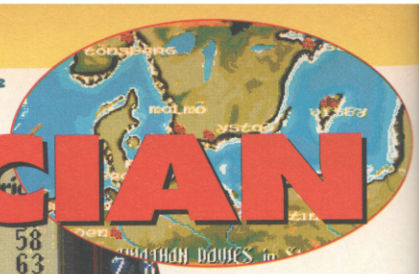
A1200

Yup, it works just as fine on the A1200 as it does on the A500 – but still no exciting match highlights or anything like that, though.

THE PATRICIAN

As you'll see, Patricians need a good head for figures.

Your desk, whence all financial transactions take place.



The world's a smaller place when it's in a bubble.

You don't have to be German to enjoy this trade sim. Do you?

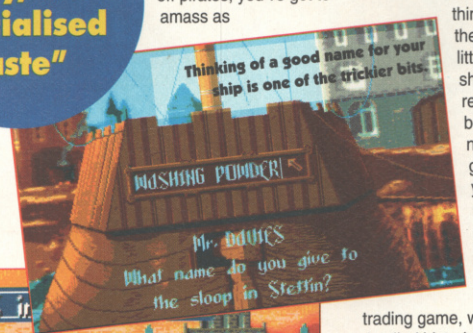
Game: The Patrician
Publisher: Daze
Authors: Ascon Software
Price: £29.99
Release: Out now

The Hanseatic League was a merchants' co-operative covering northern Europe, Scandinavia and the Slavonic nations during the 13th and 14th Centuries, providing a monopoly for German traders on the transport of goods between east and west. As well as making its members very rich, it provided the framework for a new style of European politics, ending the dominance of the Church and the monarchy, shifting the emphasis to democracy and equality, and indirectly triggering the Renaissance and a new revolutionary era.

In return for their subscriptions, members of the League could take advantage of complex trade agreements between many nations. They received protection for their ships, often through the organising of convoys to counter the threat from piracy. And, in addition, they had the opportunity to take political office, offering both power and prestige.

I know all this, not through choice, but because *The Patrician's* 120-page manual carries a hair-raisingly detailed history of the Hanseatic League by way of background information. You see, YOU ARE a budding member of the League, trying to make a splash in the cut-throat world of medieval trading. (No, really – you are.) By controlling a fleet of merchant ships, sailing them from port to port, loading and unloading their cargoes, keeping them 'shipshape', and fighting off pirates, you've got to amass as much dosh as possible. And by manipulating popular opinion, getting in with the right company, marrying into money, and helping out your home town when it's in trouble, you've got to try to rise to the heady office of Mayor, and then, ultimately, Alderman of the League.

"To put it kindly, it's a specialised taste"



In the 14th Century, real men didn't drink beer or wine. They drank bathwater.

By now you've probably reached one of two conclusions: either: (a) I really am the least engaging reviewer you've ever had the displeasure of reading, and I'm jolly lucky you're still here, or (b) *The Patrician* is, to put it kindly, a 'specialised taste'.

In the case of the former I'd plead extenuating circumstances, but of the latter there can be no argument. *The Patrician* is a game aimed exclusively at those with an interest, or a potential interest, in 14th Century European politics. Anyone else can go boil their heads as far as it's concerned.

The graphics might be quite attractive, and those pictures do feature some quite intricate animation – little people dancing about, 'smoke coming out of chimneys, that kind of thing. But they're pictures of the annoying 'click on the little man standing next to the ship to give you a damage report' variety, and quickly become a tiresome way of navigating around the game, particularly when you consider that it's 14th Century history you're ostensibly interested in, not pretty graphics.

You could view it as a straightforward strategy trading game, with the added 'bonus' of a detailed historical background – a bit like *Elite* without the flying-around bits (or that infuriating rolling-through-90-degrees-just-to-turn-a-tiny-bit-to-one-side business). But the actual guts of the game seem a little thin if you look beneath the surface, and the rewards don't really justify all the mucking about with numbers and things. I remember having much more fun with a game called *Pirates* by Microprose. Just like *The Patrician,* it had you sailing around the high seas trading goods, fighting off pirates and getting married. But, while it lacked authentic detail, you actually got to see your ships sailing about, and it all seemed much more exciting.

No, this is a game for the two, maybe three, AMIGA POWER readers with a fondness for medieval European politics. They'll love it. I didn't.

● *JONATHAN DAVIES*

UPPERS Nice graphics. Some good 14th Century tunes. A heart-stopping regard for historical accuracy. And it's really big.

DOWNERS If you're not interested in the background, playing it is likely to prove tedious. And anyway, I'd question whether there's actually that much gameplay underneath the graphics (and tunes). And I really do get annoyed by pictures that you've got to click on obscure bits of to get to other areas of the game.

THE BOTTOM LINE

It's feasible (though the odds against it are colossal) that this could be your thing. It's polished and nice to look at – atmospheric, almost. But there's nothing much to actually do beyond marvelling at the conviction of those responsible for it.

54 PERCENT

THE BOTTOM LINE

A1200 Wahey! It's a whole lot better, thanks to an extra four-player multi-scrolling shoot-'em-up bonus level. I'm joking of course.

The world's been waiting for a new, exciting, and original platformer. Sadly, this ain't it.

NICKY 2

Game: Nicky 2
Publisher: Microids/Daze Marketing
Price: £25.99
Authors: Fabrice Decroix, Pierra Fallard, Alain Lambin, Claude Abront, Loic Yvard
Release: Out now

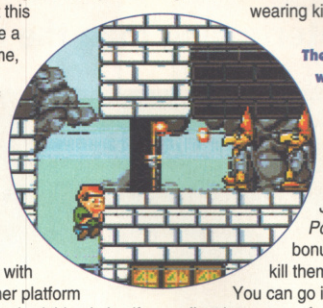
You've got to ask yourself a question: "Do I want garlic mayonnaise on my quarter-pounder or do I want ketchup?" No, hang on, that's not it. Here's a better one: "Do I want to chew off my fingers or do I want to play another nondescript platform game?" Yes, that's more like it. Sorry about the slow typing, it's just that I've gnawed off most of the digits of my left hand and the thumb of my right. As you can well imagine, this makes it rather difficult to operate a keyboard, not least because the keys keep getting stuck together with blood and bits of skin.

All a bit ironic really because I ended up playing this dismal platformer anyway. You have to, you see – it's in the contract. "You must play this terminally dull platform game for at least 10 hours and then tell the Amiga-loving world what you think. In return, we will give you a small sum of money." I knew I should have read the small print. It's always the same, if you want something good (the small amount of money) you have to go through something bad to get it (playing the tiresome game). It's a bit like eating a pork pie and having to wade through all that noxious jelly to get to the good meaty bits in the middle. Let's get this straight. If *Nicky 2* were a pork pie, and believe me, it might as well be, it would be all slimy stuff and no meat. Well, perhaps I'm being slightly too harsh there. There might be a pert, lightly browned crust. But essentially it would be slime.

So, what's wrong with it? Firstly, it's yet another platform game. Okay, that's not a bad thing in itself, but if you've played gems like *Zool* and *Putty*, there is absolutely nothing here to excite or interest you. It's just another bloody platform game. For the reader who's been asleep at the back of the class for the last decade, this means that you have to run and jump around a lot, collecting objects, killing enemies, solving puzzles and revealing secret passages. It's been done a million times before, and it's been done a million times better.

"It's just another bloody platform game"

Secondly, it suffers from a distinct lack of originality and inspiration. Nicky can fly on his goose, but didn't we catch James Pond piloting an aeroplane? Some evil fiend has stolen his toys and he has to find them – doesn't that remind you of a game about a certain shades-wearing kid? Ladders grow out of the ground to give you access to higher platforms, just like the plants in the Jungle Zone of *Magic Pockets*. Enemies leave bonuses behind when you kill them, just like in *Zool*.


The door to dreams was closed.

You can go inside the houses to collect bonuses, a feature which even the execrable *Dalek Attack* used.

If you looked on the bright side, you might conceivably begin to suggest that if it draws on so many elements from so many different games, then it must be pretty damn good. If you did start to suggest that, I'd slap you round the face and drone on for hours about the game's horrific lack of pace, the tiny sprites, the dull backgrounds, the appallingly cute enemies, the horrific graphical bugs, the annoyingly precise jumps...

● *RICHARD LONGHURST*

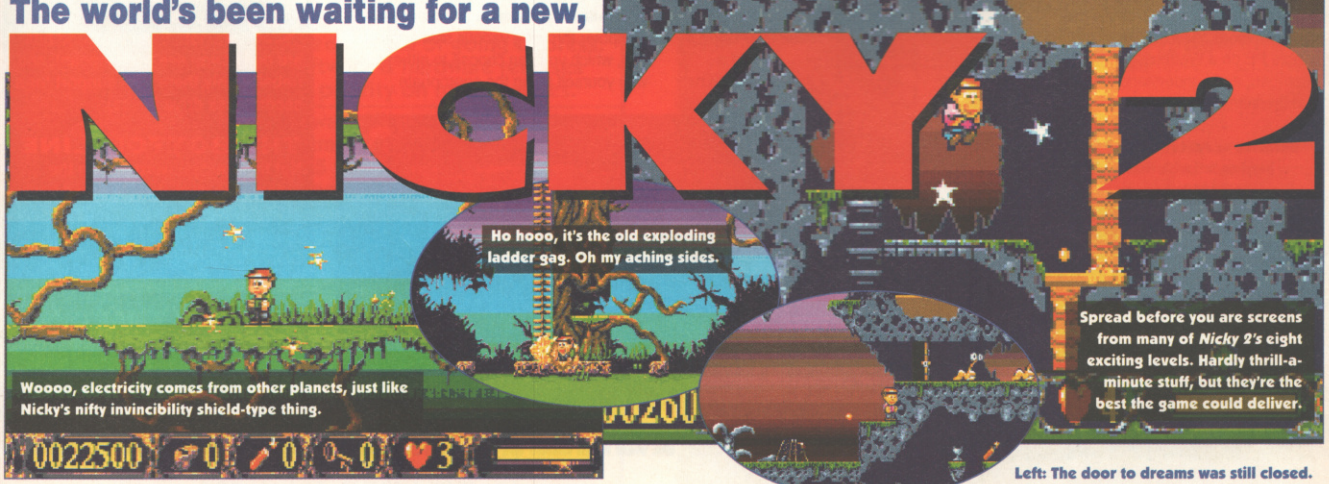
UPPERS It's got graphics, sound effects and scrolling, just like you'd expect from a platform game.

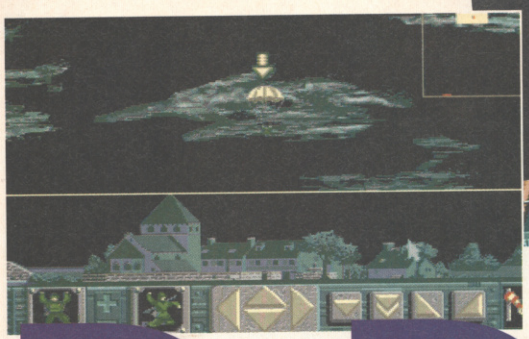
DOWNERS Unoriginal, slow and boring gameplay. Doesn't look or sound particularly good. None of those surprising moments when you stop and say "Hey! That's cool!".

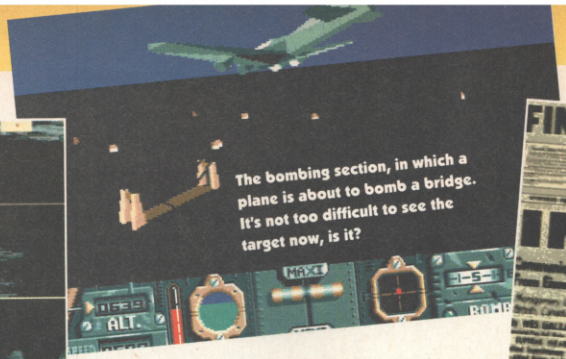
THE BOTTOM LINE
Nothing new on offer, and when you consider that we also said that about its prequel, *Nicky Boom*, it's a bit of a disgrace. Totally unexciting from start to finish.

34 PERCENT

THE BOTTOM LINE
A1200 It's exactly the same – just as boring, just as dull. We tried (oh how we tried) to find an improvement, but there weren't any. C'est la vie.







The bombing section, in which a plane is about to bomb a bridge. It's not too difficult to see the target now, is it?

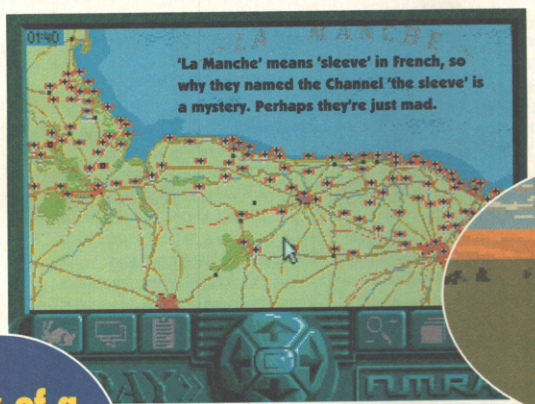
On the left here is the para section, complete with comedy arrow. It's dull and pointless, also.

Is this the final morning of the war? Or is it FA Cup Final day? Or... *(That's enough. – Ed)*

D-DAY

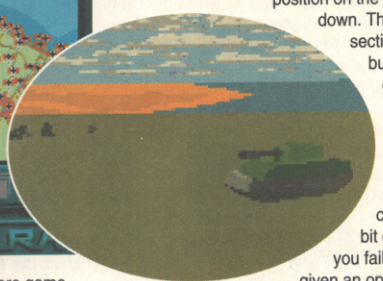
A wargame that's even less entertaining than the real thing?

Game: D-Day
Publisher: US Gold
Authors: Pascal Jarry, Didier Arnaud, Laurent Malavasi, Nicolas Massonnat, Christophe Perrotin, Isabelle Maury, Philippe Tesson, Michel Winogradoff, Laurant Weill, Herve Jouani
Price: £29.99
Release: Out now



'La Manche' means 'sleeve' in French, so why they named the Channel 'the sleeve' is a mystery. Perhaps they're just mad.

Before his mum re-married, Thomas was merely Thomas the Tank. And here he is.



I hate war. Not so much because of the needless waste of innocent life and the tortuous hell that is endured in the name of an outmoded concept of nationalism that leads only to the immense psychological torment and inconsolable grief of a mourning populace, struck by the ultimate futility of it all amidst the senseless annihilation of the planet's inhabitants and resources, encroaching on our sceptred isles like a dark angel sowing the seeds of apocalyptic death and destruction over the once-fertile but now fallow land which bore our forefathers in their determined but ultimately tragic pilgrimage to the present day.

"Less of a wargame, more of a bore game"

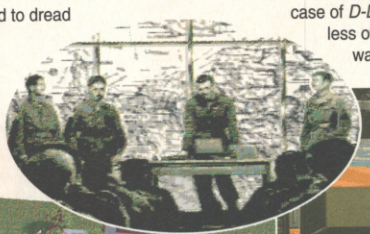
No, more because I used to dread double PE on a Wednesday afternoon, and I understand that the training in the army is similar, only infinitely worse. I've seen an Officer And A Gentleman. It's all about having to polish your boots every day, with any sign of weakness punished by absurd tortures, such as running around on the beach carrying a heavy log and constantly being sprayed with water by a Sergeant-Major who's really good at Kung Fu. By this point, going into battle seems like it would be a positive relief.

Wargames, on the other hand, are a lot of fun. Or can be. I'm afraid that in the case of *D-Day* it's less of a wargame, more of a bore game (clever wording, I know. Cheers). It's a semi-authentic version of the actual occurrences during the real D-Day and consists of simulations of infantry, paratrooper, bomber and tank divisions.

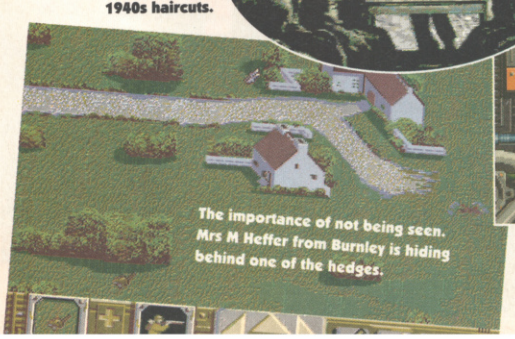
You can take part in individual missions with each of the divisions, which is essential to start with, because each simulation has a completely different game engine and requires getting used to. Once you're fully conversant with them, you can then take on Operation Overlord, which was the code-name chosen for the actual D-Day landings. This involves the computer throwing various scenarios at you, which you can choose to either cope with yourself using the appropriate simulation, or leave for the Amiga to sort out. As battles are won and lost your map of France is constantly updated to show the tide of the conflict.

Oh dear, I haven't got much space left, so I'll be brief. I don't like this game much. The bombing missions are second-rate flight sims, with a hopelessly inaccurate aiming capability. The paratrooper section is a laughable attempt to get your paratroopers in the correct position on the ground while they float down. The tank and infantry sections are by far the best, but even they tend to lack excitement. It's also riddled with little irritations, like the unforgivable lack of support for a second disk drive (which, as it comes on four disks, is a bit of a problem). Also, if you fail a mission you're not given an option to play it again, but get taken back to the main menu, from which you have to go through the whole rigmarole of wading through menus, swapping disks etc all over again. Sloppy. No, I'm sorry, this does nothing for me.

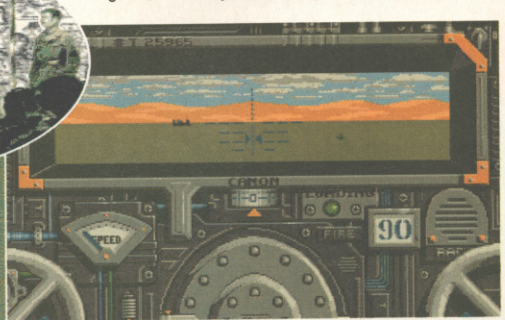
● *TIM TUCKER*



Germans or Allies? It's so hard to tell with these 1940s haircuts.



The importance of not being seen. Mrs M Heffer from Burnley is hiding behind one of the hedges.



It's an old Monty Python sketch you see. Oh, never mind. This is the view from inside the gun turret of the tank.

UPPERS The tank and infantry sections are manageable and quite fun.

DOWNERS The bomber and paratrooper sections are nob. Even the good bits are dull (if you see what I mean), and unbelievably there's no support for a second disk drive (hisss).

THE BOTTOM LINE
Not the greatest wargame on the Amiga by a long stretch. You'd have to be completely obsessed with wargames to go for it at all. Er, Mark?

54 PERCENT

THE BOTTOM LINE
A1200
Well, the polygon graphics bits seemed a bit faster, but they still weren't quite speedy enough to make the simulations any good.

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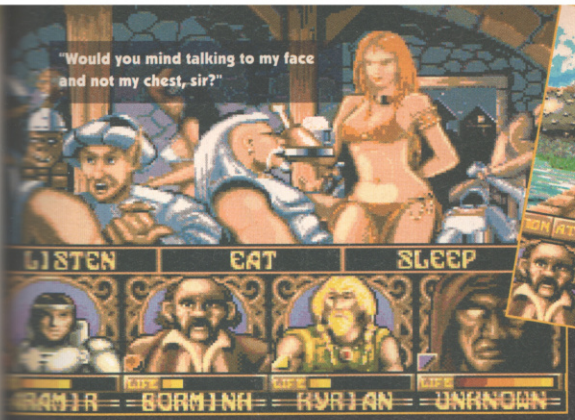


Typical. The only bridge for miles is guarded by a mace-wielding maniac.

Gadzooks! My 'Enhance A1200 version' spell seems to have had very little effect!

ISHAR

ENHANCED 1200 VERSION

Game: Ishar – Enhanced A1200 version
Publisher: Daze
Authors: Michael Pernot and Pascal Einsweiler
Price: £29.99
Release: Out now

Bleep-bleep bleep-bleep bleep. [Pause.] Ring ring... Ring ring... Ring ring... Click...

"Hello, AMIGA POWER."

"Hi Stuart, it's Dave."

"Dave! I thought you'd left the country. Where's that review?"

"Ah well... I'm having a bit of problem with it."

"Don't tell me. You dropped the disks in the canal? Or did the hamster die again this week? No, no, don't tell me. You accidentally, completely by mistake, ate your Amiga. DAVE, I WANT THAT REVIEW IN YESTERDAY!"

"Er, no, it's nothing like that. It's more a question of, er, angling the review."

"Angling? I thought you said that you hadn't dropped it in the canal."

"Very poor."

"Yeah, well. So come on. Spill the beans."

"Well, basically, *Ishar's* already been reviewed back in issue 15."

"Yeah, but this is the super-new singing-and-dancing A1200 version."

"The same old sub-Tolkien adventuring nonsense"

"Not that you'd notice. The graphics have been spruced up, it runs a bit quicker and, er, that's about it. It's still the same old sub-Tolkien adventuring nonsense it always was. Orcs, goblins, sages, a plot you could summarise on a particularly small postage stamp with a especially blunt red crayon, the lot. I can't think of anything new to say about it."

The first girly who wants to join my team – the voting goes predictably.

"Hmm-mmm. Sounds to me like you're just trying to wriggle out of doing the review."

"Hardly. I've already done all the hard work – playing the darned thing. It's a tricky blighter to started off on, you know. It takes ages just collecting together your band of five adventurers. And when you have got a reasonable team and send them off on some sort of mission, all they do is argue or get killed by Orcs."

"Oh come on. You're being a bit hard on it, surely."

"Yeah, okay, it's got its moments. The 3D views are dead lush, and the way your 'merry' band of adventurers interact is great; did you know that you can get characters who end up trying to kill each other? There's even this sex-crazed woman who works her way through the entire male cast."

"Phwoar, eh lads?"

"Yeah, that aspect of the game is a decent enough twist. And the controls system is easy to get the hang of, the combat sections are mercifully straightforward, and the training and spell-learning bits are a lot less complicated than most RPGs. But..."

"I knew this was coming."

"But there's just too much wandering about aimlessly for what seems like hours on end, and the plot is virtually non-existent – some evil geezer's taken over the land and you've got to reach his castle, Ishar, and stop him. Hardly groundbreaking stuff, is it? And it makes the game as a whole pretty formless and flabby."

"Which reminds me, how is the diet going? Ahem. You weren't impressed, then."

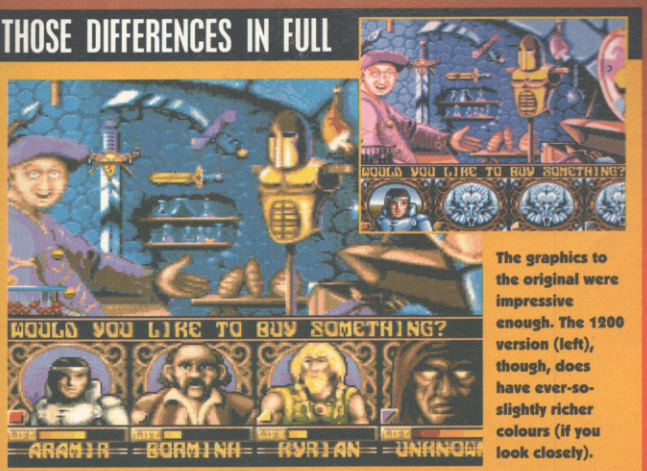
"Oh, it's not bad, I suppose, but nothing special. And the 1200 version is no real improvement. I mean, all I can really think to say in the review is that it's for A1200-owning adventure fans who haven't got anything better to play this month. Except they have – *Ishar 2.*"

"Sure, great. But we pay you to write more than that."

"Hmm. I'll think of something..."

● *DAVE GOLDER*

THOSE DIFFERENCES IN FULL



The graphics to the original were impressive enough. The 1200 version (left), though, does have ever-so-slightly richer colours (if you look closely).

UPPERS Luverly graphics, a dead simple control system and a team of adventurers who interact with each other realistically.

DOWNERS It's aimless and plodding for much of the time. The plot just isn't strong enough to engage your interest. And some of the monsters and other assorted nasties could have been animated a bit more enthusiastically.

THE BOTTOM LINE

It's an RPG with a novel twist and a friendly, logical control system, but it's let down by a generally dull plot that doesn't draw you in. And there's no major changes to the original.

79 PERCENT

THE SECR

It's not secret. And it's not really a garden. But it is The Secret Garden, the only reader ads page that features strict and prudish morals typical of the period 1837-1901.

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For sale: *Carrier Command,* loads of Amstrad CPC games. All offers considered.
Philip Vigus
Tel: 0992 589409

HARDWARE

For sale: A500 and Game Gear. £330 with games in good condition.
Matthew Pegg
Tel: 0564 793391

For sale: BARGAIN! Sega Game Gear with case, mains adaptor, Master Gear convertor and five games *(Castle Of Illusion, Shinobi, Sonic, Psycho Fox* and *Enduro Racer).* Only £120.
Tom Russell
Tel: 0509 672184

For sale: A500 one meg boxed. Excellent condition with two joysticks, mouse and many games including *Lure Of The Temptress, Populous 1* and *2.*
Quinten Irie
Tel: 0795 880364

For sale: Mega Drive and five games including *Ecco,* with MS convertor and three Master System games, also loads of mags and extra pad. Worth £570 plus, will accept £290. *(I'll bet you would. – Ed)* Must live near Surrey.
Rob Elson
Tel: 0428 713847

For sale: Amiga 500 with GVP 80Mb HD 3Mb, 8833Mk2, Canon BJ-10e, Power disk drive and over 30 boxed games. Sensible offers please.
Paul Howard
Tel: 0539 435030

For sale: Spectrum +2 with 200 games, joystick and 40 mags. £150 ono.
Iain Little
Tel: 0661 825524

For sale: Super Nintendo Entertainment System, one year old, all boxed as new with *Zelda 3, Super Soccer,* and *Mario*

RET GARDEN

with adaptor and two controllers.
Darren Patey
Tel: 0206 825728

For sale: A500 one meg, inc *RoboCop 3, Lotus 2, Speedball 2, Jimmy White's* etc.
Gary Wheller
Tel: 0256 892019

WANTED

Wanted: *John Madden Football.* Swap for one of my games *(Fire And Ice, Push Over, Pool* etc) *(Etc? How is anyone supposed to know what other games you've got, Andrew? You clot. – Ed)*
Andrew Gibson
Tel: 091 384 4363

Wanted: Will pay £15 each for boxed original copies of *Walker, Body Blows* or *The Chaos Engine.* Must have instructions. *(Instructions?* Walker? Body Blows? *You clot. – Ed)*
Jonathan Riley
Tel: 0235 527732

Wanted: ST/Amiga Format coverdisks 1-13, Amiga Format coverdisks 1-4, Amiga Computing coverdisks 1-7, plus instruction pages for each.
W Walker *("Hello, could I speak to 'W' please?" You clot. – Ed)*
Tel: 0902 672991

Wanted: *Advanced Pinball Simulator* by Code Masters. I will pay up to £8 for a boxed copy.
David Taylor
Tel: 081 986 6167

Wanted: *Striker, Sim City, NHLPA* and *Mario Allstars* for SNES, and any Carl Cox tapes. I will pay hard cash, or swap for Amiga and SNES titles.
Rich Thompson
Tel: 0482 561558

Wanted: Hint book for Sierra's *Codename: Iceman* – please ring before 5pm UK time.
Chris Glenton
Tel: 010 45 31 71 57 70 (Denmark)

Wanted: *Crazy Cars 3, Sim City, Populous 2, John Madden.* Must be boxed with instructions.
Jason Lyle
Tel: 0648 28195

Wanted: *Star Wars Trilogy,* boxed with instructions. I'll pay £15 or swap.
Marc Crawley
Tel: 461 1615 *(Yeah, and which town, Marc? You clot. – Ed)*

Wanted: *Star Wars, Hacker 1* and *2, Return Of The Jedi, Starflight.* They must be boxed with instructions etc.
Alex Tindall
Tel: 0293 522375

Wanted: *Star Control!* Will pay £12 boxed or not, or swap for *Zool* or *Pinball Dreams.*
Stuart Hudson
Tel: 0628 483507

Wanted: Has anybody got a secondhand A1200? If so, please phone me and I will pay you up to £300 for it.
Paul Hollingworth
Tel: 0742 346810

Wanted: I will pay up to £15 for *Spy Vs Spy.*
Henrique Soares
Tel: Lisbon 016 00814

Wanted: *Maddog Williams,* boxed with instructions.
David Saunders
Tel: 0472 347070

Wanted: *Laser Squad* and *Battletech 2.* £25 each if boxed with instructions.
Ben Richardson
Tel: 0900 871115

Wanted: *Little Computer People.* Will pay up to £5, if boxed with instructions.
Lee Walker
Tel: 0978 856031

Wanted: *Exile* and *Sim City,* boxed originals with instructions. Will pay £15 for *Exile,* £10 for *Sim City.* Good condition essential.
James Cretton
Tel: 0252 726275

SWAPS

Swap: Will swap my *Crazy Cars 3* for *Lionheart, Pinball Fantasies* or *BC Kid.*
Tim Wardle
Tel: 0873 858091

Swap: *First Division Manager* and *Terminator 2* and *Z-Out* for *Monkey Island 2* or one game for *Great Courts 2.*
Aden Donaldson
Tel: 031 443 4995

Swap: *Lure Of The Temptress, Cisco Heat* for *Super Off Road.* Both games boxed as new. Ring after 5pm.
Martin Griffiths
Tel: 0834 83434

Swap: *EOTB 2, Another World, Curse Of Enchantia* or *Heimdall* for *Operation Stealth, Monkey Island,* any *Indiana Jones* adventure or *Legend Of Kyrandia.*
Carlos Failde
Tel: 0992 623119

Swap: Boxed original *Desert Strike* for *Monkey Island 2,* which must also be boxed original.
David Burke
Tel: 0788 536236

Sell or swap: *Zool, Pinball Dreams, Striker, Captain Planet* for £5 each, or swap any two for *Sim City* or *Pro Tennis Tour 2.*
Andrew Cockburn
Tel: 0289 331471

Swap: *Zool 1200, Sleepwalker, Superfrog, Nightbreed, Dizzy's Excellent Adventures* for *Apidya, Assassin, Railroad Tycoon, Speedball 2* or *Pegasus.* Boxed originals only.
Peter Adams
Tel: 0846 603080

Swap: *Elite, Titus The Fox, Monkey Island, Super Off Road, Legend and F16 CP* for *Realms, Combat Air Patrol* or something like that.
Rod Grant
Tel: 031 663 6377

Swap: *John Madden, Harlequin, Zool* or *Heimdall* for *Fire And Ice* or *The Chaos Engine* or *Crazy Cars 3.* Cheers. *(Cheers, Mark. – Ed)*
Mark Brooks
Tel: 081 521 1152

PEN-PALS

Liposuction Ware
Ekorrstigen 10
Tumba, Sweden
I own an A1200. I would like penpals who'd like to exchange tips and swap A1200 software.

Sean
60 Leasowe Road
Leeds LS10 2EZ
16 year-old boy. I like music, rugby, motorbikes, computers. 100% reply.

Richard
7 Copeland Avenue
Comber
Newtonards
Co Down BT23 5HX
100% reply. I've got an A600. I'm into sport, heavy metal, drawing and reading. Looking for anyone between 10 and 12!

Andrew
24 Park Close
Burgess Hill
West Sussex RH15 8HL
Wanted: female penpals, 101% reply, aged between 12 and 16.

Neil
Crofters
20b Wallaford Road
Buckfastleigh
Devon TQ11 0AR
I want a female penpal aged 15 plus. Must like computer games. 100% reply.

Perpetuity Rance
10 Pine Close
Canvey Island
Essex SS8 9JL
Amiga friends wanted. Interests games, PD, utilities etc. 100% reply.

Neil
1 Glororum Farm
Bamburgh
Northumberland
NE69 7AW
Anyone interested in Amigas or sport. 100% reply for anyone in England or the British Isles.

You can visit The Secret Garden for free – but no profit-making, public domain libraries, or sad-boy lonely hearts, please. Send your completed coupons to: The Secret Garden, AMIGA POWER, 30 Monmouth St, Bath, Avon BA1 2BW.

THE SECRET GARDEN

Name _____

Address _____

_____

Postcode _____

Telephone Number _____

☐ Software ☐ Hardware ☐ Wanted ☐ Swaps ☐ Pen-pals

HELLO, HELLO, YOU'RE BACK AGAIN... THE AMIGA POWER 1993 READER SURVEY RESULTS

Yeah, we do go on about ourselves a bit. So let's talk about you. Let's find out what, in a very real sense, are you like?

People who fill in reader survey forms – we love 'em. How else are we ever going to find out what you really think of AMIGA POWER and how we can make it even better than it already is? Ha, can't answer that one, can you? Luckily, thousands of you did just that (fill in the form, not answer the question), and after some spirited typing and analysing, we've finally worked out what it all means...

SEX-U-AL-IT-EE

Sadly, our unnaturally high 5% female readership has degenerated to a measly 4%, leaving the other 96% to appreciate our gratuitous (but ironic) sexism. But that 4% – phwoar, eh lads?

HELPING THE AGED

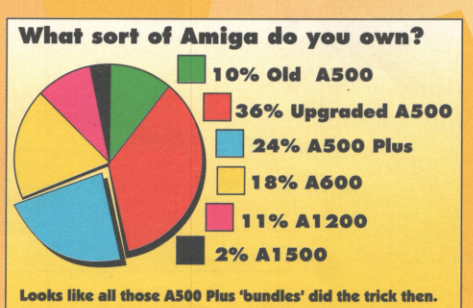
52% of our readers fall between the ages of 15 and 25, with 21% older than that and 27% younger, including 2% who're under the age of 10. Odd how they're the only ones who ever write us letters...

WHAT'VE YOU GOT?

Only 10% of readers are still making the most of their old-style unexpanded A500, with 36% having built theirs up to a more impressive specification. 24% got their hands on the short-lived A500 Plus, still outnumbering the newer (and much cheaper) A600. Of the rest, 2% have an A1500 or A2000, and 11% a new A1200!

AND?

There's a fair amount of other machinery cluttering up your houses too. The number of C64s knocking about has plunged from 15% of readers to just 9%, having been overtaken by the Game Boy (13%), Game Gear (13%), Spectrum (12%), and Amstrad CPC (11%). 6% of you cheeky cosmopolitan scamps have an Atari ST as well as your Amiga, and the same number own Mega Drives and Sega Master Systems. The SNES still lags behind with 3%, PCs are the choice of 2%, and the NES and Neo Geo manage a paltry 1% each. And, er, 3% of AMIGA POWER readers own a CDTV. Sorry. It wasn't our fault, okay? (These figures, fascinatingly, only add up to 86%, which means that at least 14% of the readership don't have any other games platforms at all.)



SINCE WHEN?

The survey came out before Commodore announced their breathtaking Amiga price cuts, so it's perhaps fortunate for their public image that only 1% of AP's readers have owned their Amiga for less than a month. A lucky 9% got theirs last Christmas, but a stonking 65% had had one for more than a year (a logical improvement on last year's 58%).

WHAT'S YOUR FAVOURITE FAVOURITE?

Last year, your top three game genres were simulations, driving games and arcade adventures. This year, those arcade adventures have leapt up to first place, with the full chart rundown going as follows (with last year's positions shown in brackets):

1. (3) Arcade adventures
2. (4) Platform games
3. (2) Driving games
4. (1) Simulations
5. (5) Shoot-'em-ups
6. (6) RPGs
7. (8) Beat-'em-ups
8. (9) Puzzle games

CONSUME! BE HAPPY!

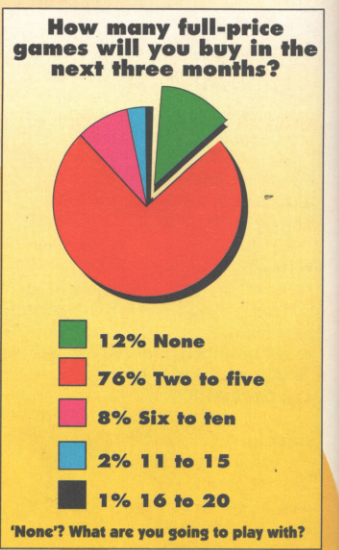
When asked how many full-price games you planned to buy in the next six months, a recession-bustin' 76% of you said 'two to five' (compared to just 61% last year). Another 11% actually planned to buy even more, with 1% going so far as to claim '16 to 20' intended purchases. Budgets see a buying boom too, with 56% planning two to five budget purchases in the next half-year (42% last year), and 17% budgeting for (clever wording, I know) a higher number. The 1% who claimed 'more than 20' were probably lying.

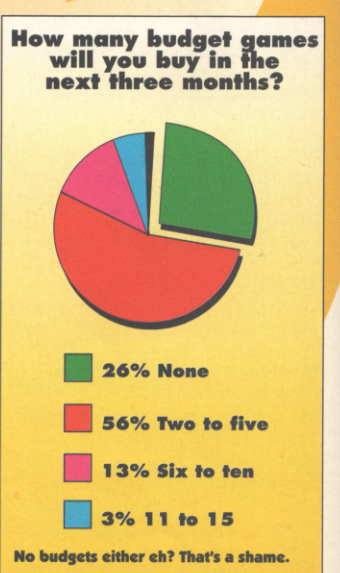
DOING IT IN PUBLIC

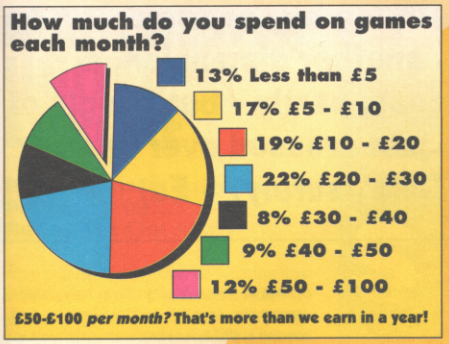
The number of PD-buying readers has dropped since last year, but over 40% of AP readers still negotiate the GPO's treacherous assault course to regularly buy PD games by mail. Hurrah for them! (And a haughty 'Pshaw!' to the rest of you, who don't know what you're missing.)

RETURN TO SPENDER

The biggest proportion of readers (22%) spends £20-£30 a month on software, but







an impressive 29% forks out more, including 12% blowing £50-£100 every single month, which means that more than half of our readers spend at least £250 a year on games. Tie this in with the 'earnings' statistics later on and you'll appreciate how impressive this is.

COLLECTOR'S CORNER

As with last year, most readers (42%) claimed ownership of 11 to 30 original games. 20% said they'd got between 30 and 60, 8% had 60-100, and a whopping 12% owned more than 100 games!

INCREASED LEISURE CITIZENS

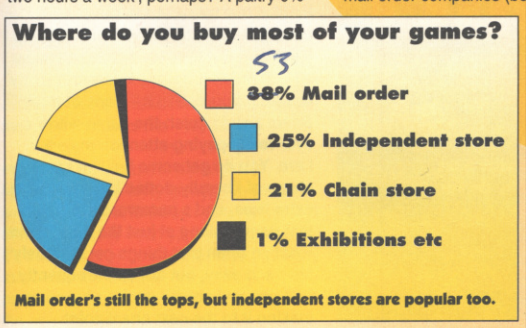
So if you've got all these games, how long do you spend playing them? 'Less than two hours a week', perhaps? A paltry 0% of readers admitted to that, so how about 'two to four hours'? A more encouraging 11%, but let's up the ante to 'five to nine hours' and bingo, 30% answering in the affirmative. The biggest shout, though, comes from the 37% of readers who play Amiga games for 10-15 hours every week, up from last year's 33%. The other 22% play for over 16 hours a week – we hope you've got good eyesight...

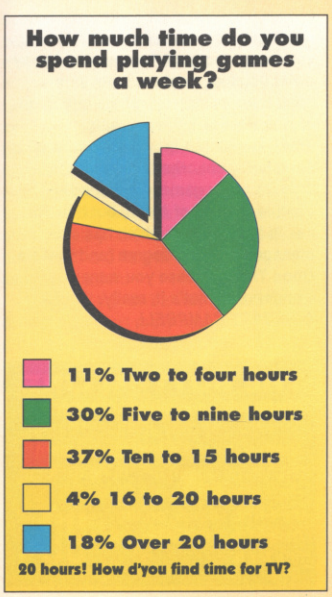
SISTER ACT

Our sister mag Amiga Format is read by 64% of you, with 13% already picking up on the brand-new GamesMaster. *(Hurrah! – An Accountant)* Neither are as popular as we are, though – your average mark out of 10 for AP was nine, with AF scoring an average of eight and GamesMaster still finding its feet with five. But that's bound to improve after you've checked out the fabulous free 16-page GamesMaster supplement on pages 51-66 of this very issue. So everybody's happy now. Good.

WHERE DO YOU GET YOURS?

Perhaps surprisingly, the majority of AP readers (58%, in fact) buy games through mail order companies (because of their lower prices, we presume). Of the rest, 25% go to a specialist computer store, with only 21% getting their games through Smiths, Boots, or other major High Street retailers. (The last 1% claim they buy most of their software at exhibitions and fairs, which must be a bit of a bummer if you want a new game in February or something.)





WHO FROM?

You mail order buyers are a set-in-your-ways bunch – 26% of you always buy from the same company, with another 29% choosing from the same two or three. 18% say they use 'a large variety' and 12% say 'depends', all of which begs the question – what happened to the other 25%?

WHY?

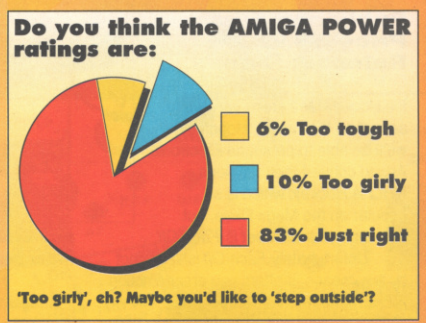
58% of readers (possibly the same 58%) cite 'price' as the main influence on which company they choose to buy their games from, 31% plump for 'selection available' (which seems a bit odd to us – surely if you want to buy a certain game, it doesn't matter how many other ones they sell), and 14% like to be familiar with a company from previous experience.

JOIN US!

17% of AMIGA POWER readers get their AMIGA POWER kicks by the fantastic and excellent method of subscribing to the magazine *(Save time! Save money! Get free stuff! – 'Curly' Colin The Publisher)*. Another 55% buy the mag every month without fail and 13% get most issues, with just 10% only buying the odd one now and again. Hey! You 10%! Sort it out, willya?

WE KNOW, YOU KNOW

AP exerts an almost sinister influence over its readership, with 84% of you claiming we were your main purchasing guide. Word of mouth was also popular, with 20% of you listening to your chums' experiences, and advertising influenced 14%. Only 3% were swayed by packaging.



EROGENOUS ZONES

Your Top 10 bits of AMIGA POWER issue 26 were, in order of preference:

1. Main reviews
2. One-page reviews
3. Complete Control
4. The Shape Of Things To Come
5. The Bottom Line
6. Coverdisk pages
7. Budget reviews
8. Do The Write Thing
9. Points Of View
10. The cover.

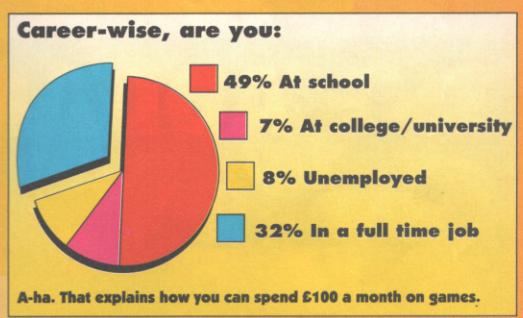
Even the lowest of those, though, scored an average six out of 10, so we can't be doing too badly, a fact borne out that the majority of you wanted either more or the same amount of every single feature in the mag, with nothing at all being voted by a majority as taking up too much space. All we need to do now is persuade Colin The Publisher to give us another 50 pages...

SO TOUGH

Are we too hard in our marking? Only 6% of you think so. 10%, however, think we're 'too girly', with 84% reckoning that we've got the system spot-on (compared to just 69% last year). Still a bit of room for improvement, but we're getting there.

JOBS FOR THE BOYS

Thatcher's Britain, eh? Thatcher's Bloody Brit... *(She's not there anymore. – Ed)*. Anyway, it's a sad indictment of the free-market economy that only 32% of you are in full-time employment. Mind you, it's not all that surprising, since 49% of you are still at school and another 7% are in higher education, leaving just an unfortunate 8% in the queues down at the Job Centre.



WHAT'S MY LINE?

Bizarrely, the biggest section of our employed readers (25%) work in the emergency or armed services. A strange mental picture of gangs of squaddies and ambulance drivers besieging their local newsagents every month forms in our collective mind. Yikes. 22% are manual workers, 16% are crafts or tradespeople, and 13% work in offices, with 3% claiming to be company owners or managers.

GETTING A LIFE

It's not all just games, games, games for AP readers, y'know. You've all got fabulously well-rounded and full social lives, and these are the top five things that you most enjoy doing in them.

1. Buying/listening to records
2. Watching/playing football
3. Watching/playing other sports
4. Watching TV
5. Reading comics/books.

ABOVE AVERAGE

We asked you to give AP generally a mark out of 10, and we blushed roundly when our average score turned out to be nine. Shucks. Now for that last 10%... ●

BUDGET

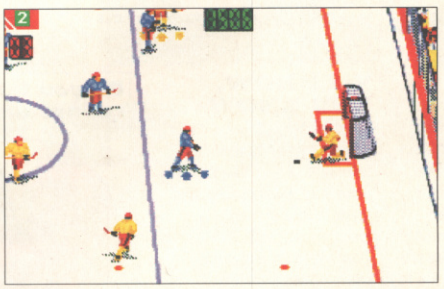
You open this door with the key of some money. Beyond it lies another dimension, a realm of things and ideas, partly – but mainly of cheap games. You've just crossed over into... The Budget Place. *('Zone', surely? – Ed)*

FACE OFF

Publisher: Krisalis
Price: £9.99
Release: Out now

Ice Hockey fans aren't very well served on the Amiga. Hopefully, we'll be able to persuade Electronic Arts to convert their fabulous *NHLPA Hockey*, which is so popular on the Mega Drive, but until then your best bet is *Face Off*.

Unfortunately *Face Off* isn't perfect by any means. It offers you arcade action and a management section, both separately and in conjunction, but neither genre is adequately explored. The management section enables you to train your players and develop certain skills, such as shooting, skating and weights.



Puck was also a character in 'A Midsummer Nights Dream' who had a donkey's head.

You can arrange your players in the team, and choose very rudimentary tactics, from Defensive, Midfield, Offensive and Dirty (which puts the emphasis on kicking the crap out of the opposition). You can even determine what kind of entertainment they enjoy before the game, but none of it feels very effective. I suspect that the management section was put in to add a little something to the arcade section, because on its own it's supremely dull.

The arcade section, on the other hand, isn't bad. In fact it's quite enjoyable, and in two-player mode it's a good crack. What it lacks is any depth, in that there are no opportunities to develop different types of shot or styles of play. It's simply skate around the, er, pitch and try to score. And scoring is difficult at first – be prepared to play for quite a while before you actually manage to put one away. Not a disaster by any means, but still a fair way off the ideal Ice Hockey game.

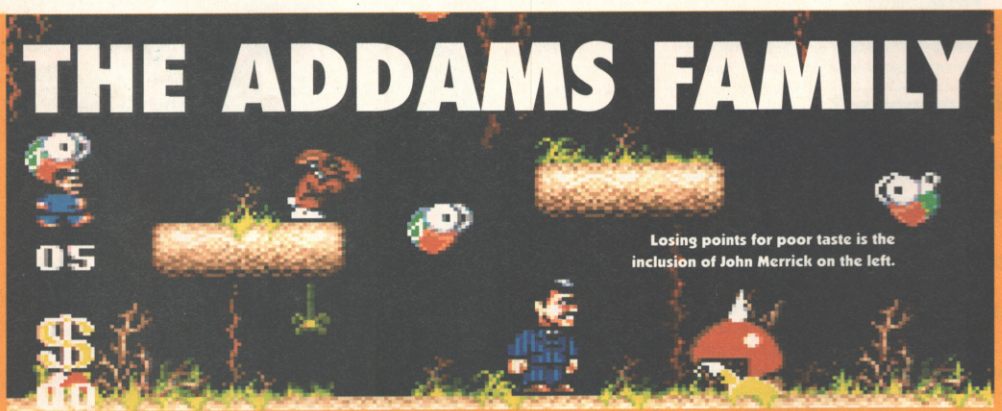
● *TIM TUCKER*

THE BOTTOM LINE

A slightly above-average game, and certainly the best Ice Hockey game on the Amiga, but give it some thought before you part with your tenner. The management section is a complete waste of time.

62 PERCENT

THE ADDAMS FAMILY

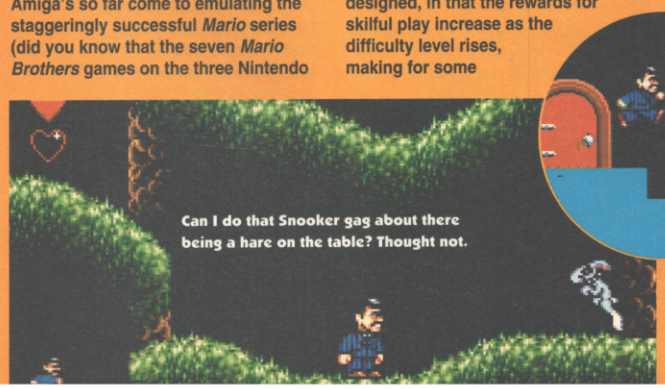


Losing points for poor taste is the inclusion of John Merrick on the left.

Publisher: The Hit Squad
Price: £9.99
Release: Out now

Originally reviewed at the end of the Matt Bielby Golden Age of AMIGA POWER (issue 14), *The Addams Family* was one of Ocean's biggest-ever successes in the pages of AP with a whopping score of 88 percent. It's a platform game that's the closest the Amiga's so far come to emulating the staggeringly successful *Mario* series (did you know that the seven *Mario Brothers* games on the three Nintendo formats have now sold a combined total of over 100 million – that's 100 MILLION – copies? S'true. At around £40 a throw. Think about it.), but it wasn't the huge chart smash that you might have expected, which is possibly why it's getting such a relatively swift budget re-release. Or possibly not. Who knows? What we do know for sure, though, is that this is a real beauty of a game – it's slick, professional, pretty and superbly designed, in that the rewards for skilful play increase as the difficulty level rises, making for some fiendish addictive qualities.

On first impressions, you might be a little disappointed when you see *The Addams Family* for the first time – the lovely parallax backdrops that made the SNES version such a visual treat have been left out (seemingly for speed reasons, which is a bit baffling as well as a pity – after all, the SNES is hardly the world's fastest machine, and there isn't any clever hardware trickery involved in parallax scrolling), and there are other omissions too, like the weapons that Gomez can collect in the SNES version to make his life just a little easier. For 'tis the faithful butler that you play in the game, as he attempts to rescue the imprisoned members of the Family from their prisons inside the vast Addams mansion.



Can I do that Snooker gag about there being a hare on the table? Thought not.

Strange but true – 'Gomez' is the brand name of Spain's best selling toothpaste.

But play the game for just a few minutes and you'll forget about little niggles like these. *Addams* is incredibly easy to get into (fire to jump – hurrah!) but horribly difficult to make all that much progress in without really devoting yourself to it – none of that *Sonic 2*-style finish-the-game-without-ever-really-paying-attention malarkey here. You do get some help, in the shape of liberally-dotted bonuses and extra lives, and a password system that comes along at just the right times – not so often that things get tediously bitty and easy, but not so infrequently that you feel you've got no chance of making it to the next checkpoint. Restart points are plentiful, there're hidden rooms and different routes all over the place, and you can tackle the various sections of the mansion in any order you like, so there's never any need to be completely stuck either, all of which helps immeasurably in drawing you into the game until you're completely absorbed.

So many games have tried to capture the feel of *Mario*, but this, for me, is the only one which has ever managed it to any degree (and that's a Good Thing, in case you were wondering). That's it, really.

● *STUART CAMPBELL*

THE BOTTOM LINE

Absolutely smashing platformer, done the way they all should be. There's still room for improvement (let's hope Ocean get round to doing *Pugsley's Scavenger Hunt*, the SNES sequel, on the Amiga), but this'll do just fine for now.

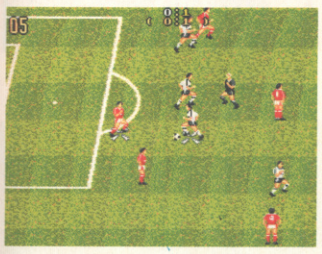
90 PERCENT

MANCHESTER UNITED EUROPE

Publisher: Krisalis/Buzz
Price: £9.99
Release: Out now

What's gone wrong? *Man Utd Europe* has always been one of my favourite footy games, with only *Sensible Soccer* holding a higher place in my affections. On having this come in for review, I gleefully snapped it up for myself, looking forward to an afternoon spent happily in front of my monitor for 'research' purposes. I cracked open a bag of crisps, put my feet up on the desk and the disk in the drive and sat back for some fun.

And it's rubbish. I don't understand how or why, but *Man Utd Europe* just isn't any fun any more. It hasn't lost anything in the trip to budget-land (well, except for some club crests which aren't featured any more for copyright reasons), but I didn't



Stuart now dislikes this – it's official.

enjoy playing it again in the slightest. Maybe it's all the footy games I've seen since it came out (although very few of them have really been up to much), maybe it's the lacklustre (to say the least) sound, maybe it's the way that it seems particularly susceptible to that old 'leave the controls alone all day and your computer opponents still can't score' bugbear, maybe it's the lack of action replays (I do hate that in a football game), maybe the un-instinctive controls, or maybe it's the extremely erratic collision detection which saps your will to play, but whatever the reason, I just couldn't be bothered with this any more. It wasn't just me in a bad mood, either – I left it over the weekend and came back for another try, but it was just the same. I even got a few other people who'd never played it before to try it out, and they all came up with the same conclusion.

Sorry if this isn't a very convincing review, but I don't really know myself why I don't like *Man Utd Europe* any more. I just know that I don't.

● *STUART CAMPBELL*

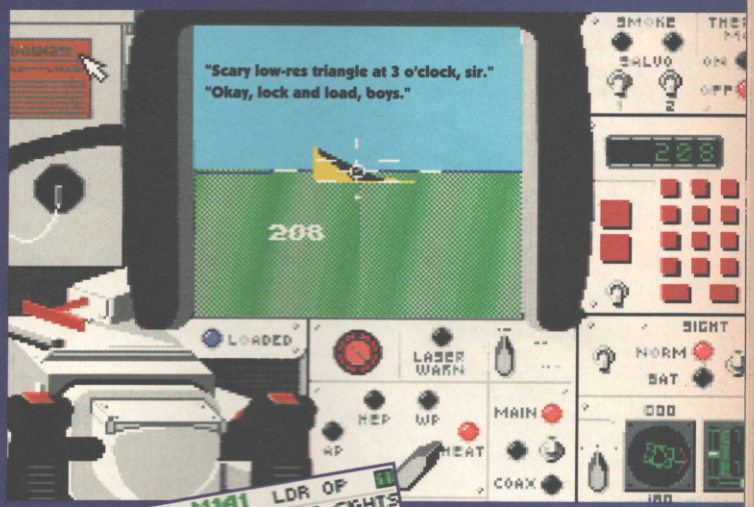
THE BOTTOM LINE
Okay, 'rubbish' is a bit strong, this is still one of the better Amiga footy games. But then that's not saying much, is it? It's pretty, but vacant.

57 PERCENT

M1 TANK PLATOON

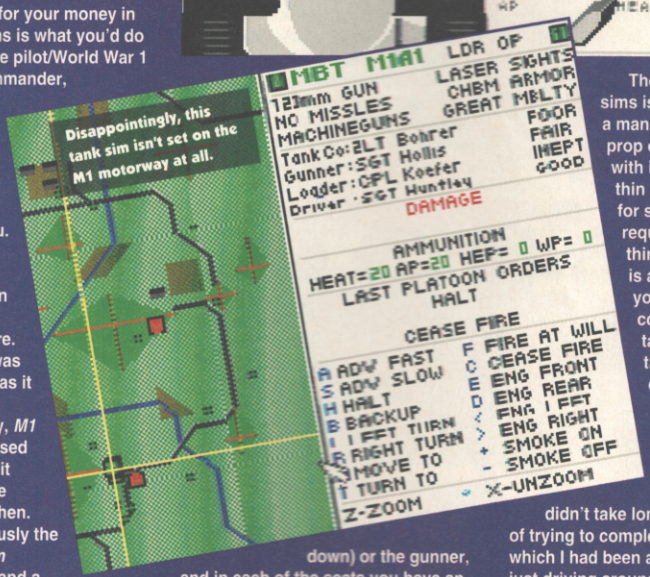
89

Publisher: Kixx
Price £9.99
Release: Out now



Simulation. What a wonderful word that is, to be sure. It conjures images of assorted trainee-types, their brows knitted (or is it knotted? no, I'm sure it's knitted) and sweat beading on their upper lips as they struggle to land a virtual plane or take out a squadron of virtual enemy tanks. It makes you think of state-of-the-art computer graphics and huge hydraulic rams that pummel your simulated cockpit as you encounter turbulence or enemy fire. Well, stop thinking of those things because that's just not how it is on home computers.

What you get for your money in most computer sims is what you'd do if you were a shuttle pilot/World War 1 flying ace/tank commander, not what you'd see and feel. What you see is a landscape of coloured polygons and what you feel is entirely up to you.



M1 Tank Platoon is 'the definitive simulation of armoured land combat', it says here. But I thought that was *Team Yankee.* Or was it *Pacific Islands?* Or *Campaign?* Anyway, *M1* was originally released in 1989 so perhaps it might have been the definitive whatnot then.

It's very obviously the inspiration for *Team Yankee.* You command a squadron, sorry 'platoon', of four M1A1 Abrams battle tanks. You can move them around a strategic map, wargame-style – or you can take control of individual machines and drive them about a polygon landscape, simulation-style.

In sim-mode you can be the driver, the commander ('buttoned', or 'unbuttoned' – ie with the lid up or down) or the gunner, and in each of the seats you have an impressive array of realistic-seeming controls. The whole thing is suitably difficult to control (Uncle Sam wouldn't pay people to drive his tanks if any fool off the street could do it) and quite fun if you're prepared to suspend your disbelief and pretend the blobs you see really are buildings and stuff. And, of course, it's all horribly complicated.

The problem with most sims is that they come with a manual so fat you can prop open the office door with it and gameplay so thin you could, er, use it for something which required a very thin thing. Even when there is a game to be played, you get so lost in the controlling of your tank/fighter plane/oil tanker that it gets quickly forgotten. *M1* is no exception.

Moving your four tanks about the place is no easy task and it didn't take long before I got bored of trying to complete the mission to which I had been assigned and started just driving around shooting at buildings for fun. Then I started shooting the other tanks in the squadron (sorry, 'platoon' – curse these Americans and their different terminology). Then I watched Married With Children. Then I watched MTV for a bit. Then I thought "Hey, I've got a really great tank sim here, I think I'll play for a bit." Then I started on my mission again. Then I got bored and... The whole cycle started again. And the next day. And the next.

Graphically, it's competent. Technically, I have to assume it's moderately accurate. As a piece of entertainment, though, it's not. Entertaining, that is.

● *TIM NORRIS*

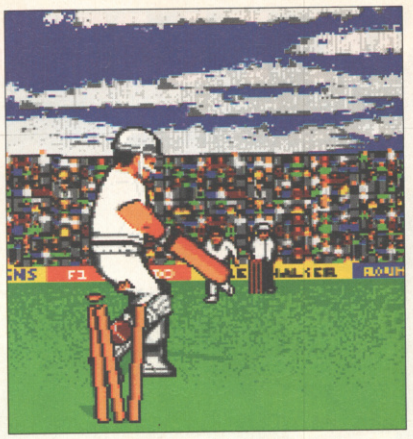
THE BOTTOM LINE
This really is one for tank buffs only. *Team Yankee* and its sequels are much more fun. 'Nuff said.

58 PERCENT

90

WORLD CRICKET

Publisher: Zeppelin
Price: £7.99
Release: Out now



If they'd chopped up the bails instead of burning them after England first lost a match to Australia, would they now be playing for the Sawdust instead of the Ashes?

Looking at the packaging of *World Cricket*, it's amusing to see the phrase "Animated Match Highlights", with a picture of a crowd with umbrellas up and an obviously rained off match just below it. I suppose in England that's not such an uncommon sight when looking at supposed match highlights on the TV.

Cricket is definitely one of those games which doesn't translate too well to the small screen (the one attached to your Amiga, that is). *Graham Gooch's Cricket* is about the only cricket game I've seen that's any good, which, I suppose, is quite understandable – I mean, how do you put a batsman under joystick control, or a bowler or fielders? *World Cricket* gets past this problem by offering you a management simulation rather than an arcade game.

That would be fine if you ever felt like you were having any control over the game, but unfortunately this is not the case. You get offered all the options, such as assigning the bowling duties, determining fielding positions and drawing up the batting order, but it doesn't seem to make much difference. Throughout the match you're given an updated score board, which is hardly entertaining viewing, but admittedly there are some good, if limited, animations. I dunno, there just doesn't seem to be enough fun on offer here to make it worth even the modest budget asking price. You'll soon be bored.

● *TIM TUCKER*

THE BOTTOM LINE
A competent game that never really gets going. Most of the options you'd require are in there, but it never fully involves you in the action. For a proper game of cricket, look to the full-price *Graham Gooch Cricket* instead.

55 PERCENT

GUNBOAT

Publisher: Hit Squad
Price: £12.99
Release: Out now

How to tell when you've bought a simulation instead of a proper game:

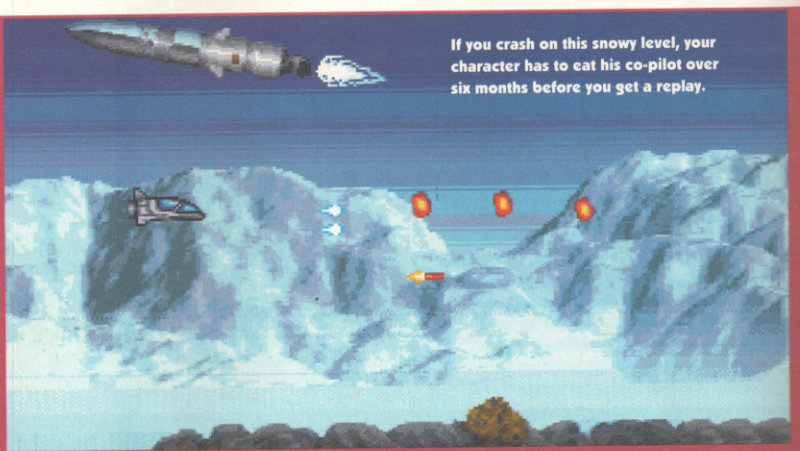
1. You have to read the manual before you can do anything at all.
2. The manual turns out to be mainly for the PC, offering you loads of bits about DOS and C> prompts to ignore.
3. You have to skip through loads of screens with pictures of men in military uniforms looking at each other before you reach anything you can control.
4. When you do finally get to the bit that you can play, it seems to consist of a big instrument panel, while above it great green and blue polygons lumber towards you unfeasibly slowly.
5. You get enough time between bits of 'action' to not only go and make a cup of tea, but also to catch up on the news, read a short novel, and practice your juggling skills.

I know, I'm being unfair on the genre, and yes there are many great sims out there, but even enthusiasts will find these points familiar. *Gunboat* suffers every one of them, but a few things in its favour make it more than just another flight sim. For a start, it's not a flight sim. It's a boat sim, in which you take control of a PBR

In the 'Nam, gunboats formed the Brown Water Navy. It really was that scary.

PROJECT-X

Publisher: Team 17
Price: £12.99
Release: Out now



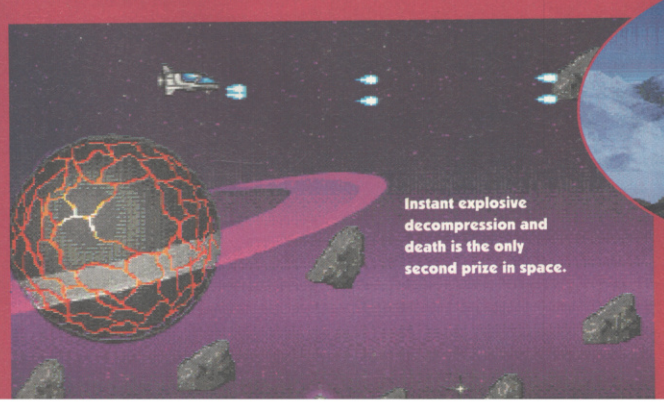
If you crash on this snowy level, your character has to eat his co-pilot over six months before you get a replay.

When we first saw this game (back in issue 13, where it scored 78 percent), we wept tears of sorrow. It had looked from demos and previews as if it was going to be the best Amiga shoot-'em-up ever, but the final version was bugged, poorly designed, and so ridiculously, stupidly, unfairly hard that playing it was simply one of the most annoying and frustrating experiences that I've had since – well, you don't want to know about that. Never before had a game been so unfriendly, so downright nasty-minded, and so unsatisfying. Several days of play failed to see any of us make any progress beyond the second level, and more importantly, failed to see any of us harbouring any desire to. It looked lovely, it sounded superb, and it was utterly hateful. Oh dear.

So now it's 1993. Ever mindful of criticism, the Team 17, er, team have had another go at it. The control's been tightened up, the power-up system's a tad more generous, some of the more appallingly frightening attack waves have been taken out altogether, and Rookie Mode now lets you get all the way to level four (although you'll still have to be something a bit better than a rookie to get anything like that far). Has it worked? Is the all-new, all-dancing, all-playable *Project-X* the best Amiga shoot-'em-up of all time?

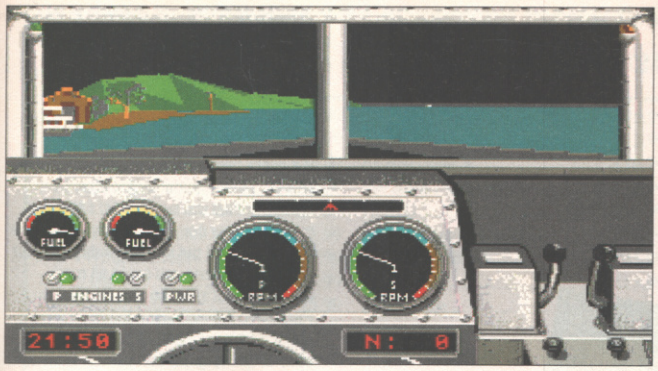
Well, no. But it IS a darn sight closer. There are still (and let's get the negative stuff out of the way first) some irritating flaws in this game. The biggest one for me personally is the system whereby collecting big and powerful power-ups causes your ship's handling to become sluggish and inertia-ridden. Now it's all very well to say that plasma cannons are heavy and this is all very realistic, but as we've said before, if you want realism, buy a flight sim.

The power-ups themselves don't seem to be very well-balanced, either – there seems to be very little benefit in collecting the really hard weapons, even when the power-up system does



Instant explosive decompression and death is the only second prize in space.

Failure on this level will force you to undergo an intensive course of Bonsai tree horticulture and aesthetics.



"The tank's under attack, Sir!" "You'd best leave now, sonny, you're in the wrong caption."

(Patrol Boat, River – looks like Mark was right last month about Americans and their backwards language antics, eh?). These were originally developed for use in the Vietnam war (if you've seen Apocalypse Now you'll recognise them), but are still around now.

If anything, it's a bit like *B17* in a boat actually, because not only do you pilot the boat, you also take control of the Stern, Midship and Bow Gunners' Stations.

As an alternative to yet another flight sim it does its job well. I did find it frustrating trying to work out what's going on at times, and there is a limited amount you can actually accomplish in a boat (no loop-the-loops to attempt, for instance), but overall I'd say a pretty fair bargain for thirteen quid, despite my initial cynicism.

● *TIM TUCKER*

THE BOTTOM LINE

A flight sim, but in a boat. A boat sim, then, and a fairly good one at that. Usual simulation gripes apply ('slowness' mostly), but a satisfying game nonetheless.

73 PERCENT

Who remembers the Liberator? It was the Blake's Seven ship and looked like it flew backwards.

allow you to build them up. It's still possible to accidentally select power-ups, too – the game caters for two-fire-button joysticks, so there should have been an option to disable the 'select-by-wiggling-the-stick' feature. And finally, it always really bugged me that you don't get to see the groovy bonus game until after level two. What's the point? Only having it after the rest of the levels looks silly, quite apart from anything else.

So, after that litany of hair-splitting, let's be a bit more magnanimous and reward effort and good intentions. This version IS a lot better than the original, and I managed to have a pretty groovy time with it this time around (even including getting beyond level two, in Arcade Mode at that).

It's right up there with *Apidya* and *R-Type 2* in the ranks of the top blasters, and it's one of the best tests of skill all you complacent zapsters out there could ask for. The sound's atmospheric and stirring, and generally it's fairly lovely. It's just that it's still *nearly* brilliant, and just a few more tweaks could have made it unbeatable. Still, *Project-X 2* should be a stunner...

● *STUART CAMPBELL*

THE BOTTOM LINE

A significant improvement on the first version, and it manages to sacrifice its previous off-putting evilness without turning into a complete pushover, but *Project-X* still isn't realising its full potential. At budget price, though, it's well worth buying for all that.

86 PERCENT

THE ANIMATION CLASSICS PACK

91

Isn't that a fat opera singer with a wooden leg? Thought so.

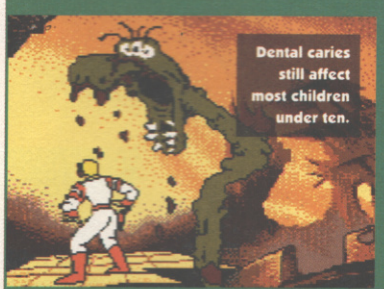
Publisher: Ready Soft
Price: £44.99
Release: Out now

It looks great, but the game really does drag on. Arf.

A compilation made up of three games – *Space Ace*, *Dragon's Lair 2: Time Warp* and *Wrath Of The Demon*. What do they have in common? They all feature 'Animation'. Er, well so does almost every single game we've ever played, but only these games make a major selling point out of it. It's not just any old animation, it's proper animation, like in the films and that. Well, two of them are.

Taking them left to right from the illustrations on the cover (well, it's just as valid as any other order), let's start with *Space Ace*. What's undeniable in these Don Bluth arcade conversions is the quality of the graphics, although I have to say that in this case they are slightly below the usual standard. Still fairly lush to look at though, but unfortunately the game's also incredibly dull and frustrating to play. You watch an animated sequence and are required to move the joystick at some point in the proceedings. If you move it in the correct direction at the correct time you'll move on to the next animated section and you'll have to make another guess as to where and how to move the joystick. You should finish the entire game in a matter of hours, and after that you'll have no desire to see it again.

Next up, *Dragon's Lair 2*. Exactly the same gameplay as *Space Ace*, although the graphics are marginally better. The scenes seem less continuous though, with large skips in the narrative requiring you to fill in the gaps between. Just to take the first example, a scene where Dirk (the hero) is attacked in his own home by his Mother-in-Law, quickly jumps to the next scene, a drawbridge over a moat outside a castle with said Mother-in-law giving chase. What happened in between? How did they get there? Why is his Mother-in-Law attacking him anyway?



Dental caries still affect most children under ten.

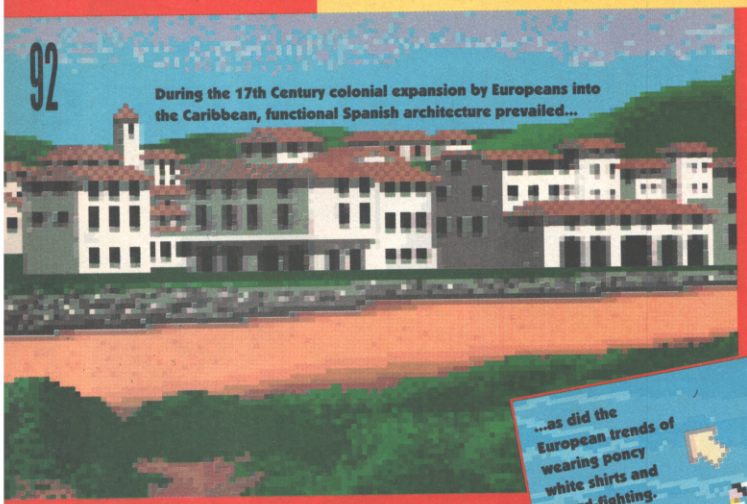
Wrath Of The Demon is the odd game out here really. Its animation and graphics are bog-standard and nothing to do with Don Bluth, although there are some fairly nice parallax scrolling effects. In the gameplay department it's more interesting than its companions, requiring you to ride along, pick up things, hit things and get into fights, but it's still hardly rivetting. There are two different types of gameplay, the action scenes and the fighting scenes, which makes for some variety, but frankly the game is dated and dull.

● *TIM TUCKER*

THE BOTTOM LINE

We've never liked these games, and they certainly haven't improved with age. The only thing in this box's favour is that, whereas originally you would have paid over a hundred quid for this lot, you're now only handing out forty-five. So if you've been dying to give them a shot, now's your chance. But something tells me you won't be going back for more, though.

29 PERCENT



PIRATES

Publisher: Kixx
Price: £9.99
Release: Out now

Hahar, Jim lad. Take this black spot to Blind Pugh, hahar. Shiver me timbers matey, hahar. Hahar, hahar. Good, well, that's got that out of the way. Not surprisingly, this is a game about pirates. If only I'd started the review like that instead of launching into a dodgy Robert Newton impression. None of the land-lubbers round here even remember that version of Treasure Island anyway – they all think Long John Silver was played by Chuck Heston. Bunch of ignorant kids. Tch. I don't know what the world's coming to...

Being fat beer-guzzling pigs was pretty popular too.

I'm sorry, where was I? Ah yes, *Pirates*. It's a jolly old game (from 1986, in fact, when half this lot were still at school – Lisa had only just joined secondary school, for heaven's sake) and, unfortunately, it shows. You play the part of a lusty young pirate captain just setting off on his hearty adventures. With your swash tightly buckled, you set off to explore the Caribbean and seek your fortune.

What we have here is a good old-fashioned raiding and trading game with some good old-fashioned graphics thrown in. You sail from port to port, buying sugar here, selling cannon there, and generally having a pretty nautical time of it. The controls are easy to get to grips with and, being a MicroProse game, there's a fairly decent attempt at realism in the sailing sequences at least. You get an idea of which way the wind's blowing from the clouds that scud fluffily by, and you'd jolly well better learn how to tack or you shan't get anywhere.

My first thought as I played was that it was a bit like *Elite* in concept, with 17th Century piratic skullduggery substituted for all that space opera stuff. You sail, you trade, you raid, you fight, you dance.

Dance? Why yes – at least that's what it looks like. As you sail around the beautiful islands of the Caribbean you oft times happen upon other ships. If you feel lucky, you might decide to close for battle. After a bizarre 8-bit-esque naval combat sequence where you blast away at the other ship with your cannon, you might choose to board her. Once you do, you're locked in a deadly rhumba with your prey's unlucky captain. The manual tried to tell me it was sword-fighting, but I know better. I've seen Come Dancing often enough to spot precision modern ballroom dancing when I see it.

...as did the European trends of wearing poncy white shirts and sword-fighting.

The bottom line, as we tend to say round these parts, is that as a whole it hangs together pretty well. There's some depth to the gameplay and a sense of historical atmosphere (but don't ask me if it's accurate, the 17th Century is a mystery to me). The only fly in the otherwise splendid ointment is that the individual sequences (sailing, trading, fighting, etc) all look a bit dated. The sword-fight sequence is supposed to be an arcade action beat-'em-up bit, but it's just a keep-moving-to-the-left-and-pressing-fire-occasionally bit.

Still, there's plenty in there to keep a strategy/trading/adventure fan going as long as they're not too desperate for fast-moving action. I was engrossed for many a long hour, and that's always a good sign.

● *TIM NORRIS*

It's more poncy white billowing cloth, I'm afraid.

This man combines white cloth, being fat, and fighting quite nicely, I think.

THE BOTTOM LINE

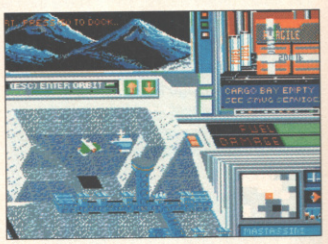
Tactics, strategy, trading, atmosphere and a little bit of humour always help to make a good game and this one's got 'em all. Unfortunately, it was written in 1986 and it shows. But despite that, it's still worth a crack.

68 PERCENT

HARD NOVA

Publisher: Hit Squad
Price: £9.99
Release: Out now

If a game takes more than an acceptable amount of time to get to grips with, it always makes me suspicious. Obviously, no matter how complex a game, given the time we can all get into it eventually – just as, given the time, we could all read Marcel Proust's Recherche Du Temps Perdu. It's the inclination that's important, and if a game doesn't offer a reasonably easy-to-get-to-grips-with control system and thus takes ages to even see a little action, then it's just plain irritating.


Hard Nova? **Tricky to control, more like.**

I'm afraid these are my feelings towards *Hard Nova*. Nothing's ever obvious, you have to constantly refer to the manual, which isn't very well written, and you're always cross referencing different sections and so on. It's a massive space strategy/trading/role-playing game, which undoubtedly has a lot to offer anyone who's willing to go the distance. You control a bunch of four mercenaries who survive by doing dirty work around various galaxies, as well as trading goods between different planets and so on.

The two main aspects of the gameplay are the parts where you're walking around and exploring on a planet, which is an overhead-view affair, and the space travel, which is a sort of isometric-in-space viewpoint. Neither are particularly effective I'm afraid, although I did find the RPG elements fairly involving. In space there are so many parameters to look at, weapons systems to take care of, fuel levels to watch, navigation procedures to negotiate, false signatures to offer (there's no point explaining I'm afraid) that it all gets too much. Often it's good to have so many options, as long as they're entertainingly presented, and hopefully in some way instinctive to pick up, or at least easy to remember. *Hard Nova* doesn't have any of these advantages.

● *TIM TUCKER*

THE BOTTOM LINE

There's certainly a lot in here for anyone who's willing to give it a go, but you'll have to fight through a frustrating learning procedure. I found the lack of atmosphere stifling and the overall unfriendliness of the control system immensely irritating. Sorry.

44 PERCENT

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	SOCCER KID	BLOB	ONE STEP BEYOND	SIM LIFE	SUPER SPORTS	CASTLES 2
STUART CAMPBELL	Five-star football fun – fab! ★★★★★	A nice surprise ★★★★★	It'll drive you nutty, boys ★★★★	If life's this dull, why bother? ★	*Rubbish Sports*, more like ★★	Look, it's not our fault, alright? ★★
MARK WINSTANLEY	*Soccer Nights*, more like ★★★★	*Blob's* my uncle ★★★★	We play it all day at 'Our House' ★★★★★	I'd rather play *Sim Cement* ★	Haven't played it	Coded by 13th Century Druids, I think ★★
DAVE GREEN	*Arabian Kid*, more like ★★★★★	Digital Amiga vertigo – a bit scary for me ★★★★	Haven't played it	More fun than the real thing, anyway ★★★	More fun than the real... *(That's enough. – Ed)* ★★★★	Haven't played it
TIM TUCKER	I'm leaving, you know ★★★★★	I'm going to miss you all terribly ★★★★★	But hey, I'll still pop back now and then... ★★★★	...for tea and stuff. Hurrah! ★★	*(That's what you think, matey. Clear off. – Ed)* ★★★	*(Tim hasn't played this: we fired him. – Ed)*
JONATHAN DAVIES	I hate football *(You girl. – Ed)* ★★★	It's a bit blobby, isn't it? ★★★★	*One Step Beyond* what, exactly? ★★★	Hnnn-*nnngh!* ★★	*(Jonathan? – Ed)*	*(Hello? Jonathan? – Ed)*
JOHN MAJOR* *(NOT THE PM, BUT OUR LOCAL PLUMBER WHO ALSO SWEARS A LOT)*	*(Censored. – Ed)* ★★	*Blob? (Censored. – Ed)*, more like ★★	Haven't *(Censored. – Ed)* it	Useless load of *(Censored. – Ed)* ★	Bloody *(Censored. – Ed)* ★★	*(Censored. – Ed)*ing *(Censored. – Ed)* ★

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TWO OUT OF FOUR! Last month, in this very box, I claimed that we'd get *Blob*, *Sim Life*, *International Golf*, and *Hired Guns* in for this ish. AND I WAS 50% CORRECT! Flushed with success, I'm now going to predict, ooh, *Oscar*, *Overdrive*, *Micro Machines* (maybe) and some sort of golf thing for next time. Don't touch that dial!

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'SKIPPER BITS'

Dear Friends,
It's funny isn't it, how after reading your letters page each month, I feel like writing a letter to you. I've written some in the past but they never got posted – does anyone else do this?

I'm doing my exams at the moment. I love exams. I like listening to all the stupid Sharons at my school who suffer from stress and make me want to hit them for worrying so much and then do too well in the exam but say "Oh, I just know I've failed" with a smug grin, as they know full well they're going to get a bloody triple A!

By the way, has anyone noticed how much those new ice cream chocolate bars cost? TOO MUCH IF YOU ASK ME! I think 60p for a small cold snack is beyond my purse. YOU COULD BUY A BAG OF POTATOES FOR 60p! And they'd last you a lot longer than an ice cream would. While I'm on the subject of ice lollies, what are your favourite? I like the 'Hooded Skull' 'cos it's cheap and big.

Gawd! I've just finished *Wizkid,* only to find I didn't have enough kittens! Why bother with special level-skipper bits if when you use 'em, you can't finish the game? Just like the *Monty Python* game. I wish they'd put 'the Circus' back on the telly, it was great, wasn't it?

Hey, do any of you cats smoke? You all seem too squeaky clean to do that, but appearances ARE deceiving. *(Not this time they're not. – Ed)* Listen. what kind of music do you all like? Do you listen to it in the office? *(Yes we do. Stuart's. – Mark)* I like Indie music, and 'They Might Be Giants.' Je n'aime pas le Rave et Techno.
All my love, Curtis Aaron Fell, Cornwall
PS Oh yeah, and I think your boots are REALLY CRAP, Lisa.

'QUAM CLARUM'

Dear AP,
I've only recently started buying the mag (the one you write) after I changed from Amiga Format. AP, however, is 'quam clarum, worth a glance, thoroughly grow-wings-and-throw-yourself-at-a-lightbulb-in-a-Kafka-esque-manner-able'.
Ben D Dixon, Humberside

Er, thanks. We think.

'OUTSIDE FEELING IN'

Dear AMIGA POWER,
'Mowing the Lawn'
As I switched on the mower, I looked up and saw two blackbirds twittering in conversation. I turned round and saw a bumble bee flying in and out of the red tulips. The trees around me brought an outside feeling in and then right down to the bottom of my spine.

The white clouds sailed along in the wind. The revving of the motor overpowered the birds and the sound of the trees swaying in the wind. You could only faintly hear the cars on the other side of the road.

There was a fruity smell which seemed to cover the entire garden. A spray of grass cuttings showered the herbaceous borders. It was a colourful scene looking at all the different shades of green, yellow and blue. I was day-dreaming about being the Queen's gardener and mowing all of the beautiful lawns of Her Majesty's palaces and castles. The blades of the mower whistled round as I passed the weeping willow which stood above all the other trees.
Yours faithfully, Max Rushden, Cambridge
PS If you gave me the inside back page then I could write you relevant stories each month.

What?

'SENSELESS WITH THAT PIPE'

Dear AP,
I'd like to ask you just one question - Just how good is *Yo! Joe!?* I mean, is it the best platformer ever or what? It's even better because it's got that simultaneous 'steal all the goodies before your mate does' option. And believe me, when my mate nicked that big hefty chainsaw near the end of your demo, my head nearly exploded with envy. It's not fair, he got to cut up the bad guys while all I could do was knock them senseless with that pipe. If only the demo was a bit bigger, how happy I'll be *(It can be, buy the game. – Ed).* Anyway, thanks for the best coverdisk demo ever, and don't let the quality slip because I've still got 10 months of my subscription left.
Bye, Andy Spencer, Riddings
PS How many pints did you have to buy Mark Winstanley before he agreed to dress up in that rabbit costume?

Oh, that was easy. He'd signed a contract in blood agreeing to it after we let him pose with a big gun in the issue before. Goat's blood. I think you know what I'm saying here.

'HELL ON EARTH'

Dear AMIGA POWER,
Who the hell on earth is Ed? Like, is he this sarcastic guy in the sky who makes all these unfunny cracks, comments and jokes that don't make sense, or does he just annoy the AP crew AND the public for the hell of it? A photo wouldn't go amiss. I don't want a weird answer in your reply.
Terry O'Connor, Farnborough

(e) All of the above.

'FLOWERS AND POETRY'

Dear AP,
I'm sure Linda is receiving loads of get-well-soon cards and plastic flowers, so I've decided to be different. As she loves flowers and poetry, how about a poem about flowers? Being Scottish, the first thing that sprung to mind was the Robert Burns poem 'To a Mountain Daisy', but on reflection I decided not, since Stuart's the only one qualified to read it. Imagine having Stuart reading poetry at you! Anyway, I thought this would be more appropriate:

We learn to love and we learn to give,
And we earn the flowers in our hair.

Juliet Regan, All About Eve. *(Hippy. – Ed)*

The amazingly talented Miss Regan isn't a poet, but hey, artistic licence. I hope that Linda's recovering well and is up and about soon. And now, on with the show.

In the past you've printed letters from concerned readers whose favourite game was marked 2% too low. We've all laughed at how sad these people are, and thankfully no more have been printed. However, in AP27, Dietmar Kremer writes that he thinks AP's going soft because too many games are getting over 80%. I feel it's my duty to point something out to these people. Those symbols above the mark, they're letters. Put them together and you can make words, sentences, paragraphs and even reviews. Yes that's right, the review's what's written, not the end mark.

The percentage that concerns you so much should only be used as a guideline. The critical assessment above is where you're likely to find out whether you'll like

JAMES POND T-SHIRT winner

'TWO, THAT OLD CHICKEN'

Dear AMIGA POWER,
As someone who buys games through mail order companies because they are cheaper than shop prices, I'd like to join the 'price of software' debate. Surely if the punters keep buying games at the extortionate prices software houses charge, game prices will remain high. In my humble opinion, if we (the game-buying public) wait for the prices of new games to fall before we buy them (and they would fall because companies have to shift stock, no matter what the price), games would become cheaper because the public (us) would dictate to the supplier (them) what price we'd willingly pay for a game.

So I call on all you readers out there not to buy any games that cost more than £15. I don't, and it won't be long before they're all down at that price! Ha ha, take that you evil capitalist software producers.

Point two, that old chicken 'value for money' that you seem keen on when you rate the games you review. Surely a crap (sorry Zofia*) game is a crap (sorry Zofia*) game, no matter how much it costs. And a good (nice clean word) game is a good game by the same token. Therefore, value for money isn't the way to mark things. Yes, make a comment on the price of a game, but no, don't let it affect the mark.

Finally, why isn't every game that you review played by everyone so that you can comment in the 'Points Of View' section? I want more than one opinion on the quality of a game.
Yours sincerely, Laurence Browne, Luton
(* ref issue 26. Only joking Mrs Watchorn!)

But you DO get more than one opinion on every game, Laurence, that's what the good old 'Points Of View' page is all about. Try as we might, there just isn't enough hours in the day for all of us to play every single game properly, though – we'd never get any work done. Trust us, we do the very best we can.

DO THE write THING

the game or not. The reason AP's superior to its competitors has nothing to do with percentages and everything to do with the fact that it reviews games properly. It doesn't just regurgitate the plot (something other magazines do) because AP reviews take the space to point out the good and bad points of a game. Of course, the reviews are necessarily subjective, so it's highly unlikely that anyone could agree with all of AP's reviews, but if you disagree it should be with the text, not the mark.

Just to change the subject slightly for a minute, David Hickey, also in AP27, writes that "the main purpose of computer game mags is to provide a fully comprehensive guide to tell the readers which game to buy". No it isn't, what are you – a sheep? The purpose of any review, be it a film, book, TV or game review, is to allow the reader to make an informed choice whether or not to buy the product. The choice is yours – it would be a sad day if we were so lacking in imagination and opinion that we required instructions to make what should be a personal choice. AP recommends you buy a game, it doesn't tell you to.

Now, where was I? Oh yeah, I realise I'm being a bit harsh on Mr Kremer who was just making a general point and certainly didn't reach the depths of sadness that other letter writers reached by listing games and what they thought the mark should be, but I just wish people would show less concern about percentages and read the actual review. Maybe then AP would receive the credit it deserves for being the only Amiga games mag with attitude.

Yours poetically, Ian Ritch, Dundee

PS For Jacquie, how about 'Lark Brained' as an anagram of Linda Barker?

We couldn't have put it better ourselves, Ian. Cheers.

SF2 T-SHIRT winner

'WRITHING ABOUT IN A LOAD'

Dear AP,

At the risk of sounding like a pompous, smug git, there are still a few games missed out from 'Absolute Power'. I did send them to you but they didn't get a mention, but hey, I don't mind (sniff).

Hmm, 'Smug Gits.' Now there's a phrase that's been going through my mind lately. Like those smug gits writing in with games that have already been mentioned in Absolute Power, such as *Beyond Zork* and *Art Of Chess (Watch it. – Ed).* Like the prats who write in trying to look hard by telling whoever it was that counted the Amiga's keys to 'get a life', as if performing the short and simple task of counting the buttons to show that *Street Fighter 2* should have used keys for more moves was a sad, laborious thing to do. Yeah, and going so far as to write a letter and buy a stamp just to say the above isn't.

Like James Ferman, head of the British Board of Film Censors, saying there's a problem with Reservoir Dogs and Bad Lieutenant because they're so violent. What's so bad about Dogs for crying out loud? You don't even see anything in that 'ear' scene and the only really bloody, so-called 'Sam Peckinpah' scenes consist of Tim Roth writhing about in a load of fake blood.

Anyway, nice to see Angus Deayton as a guest on Points Of View. How about a tub of lard next time? Also, did you hear about next year's Stanley Kubrick film? Rumour says it's going to be a war movie – nothing like a bit of variety, eh, Stanley? What with Stan's fascination with wars and all, I think that in the seven year hiatus between Full Metal Jacket and next year's film, he's been making all those computer wargames that have been getting Jonathan Davies down.

So, how about it, Mr Davies? How about kicking in Mr Kubrick to the tune of 'Singin' In The Rain,' Clockwork Orange style? Eh, eh? I'm just rambling, aren't I? This joke's going nowhere.

Yours faithfully, James Hampson, Catford

But it did it very nicely. Cheers, James.

'HIGH PITCHED SOUND'

Dear Dave Green,

The word 'King' is not a verb. 'Ting' describes a sound, 'Ming' a Chinese dynasty from 1368 to 1644, 'fingerling' a young or small fish, 'ping' a brief, high-pitched sound and 'wing' those things on aeroplanes and birds. And all those WERE in the dictionary.

From Mr Darth Vader, Croydon

PS You don't know the power of the Dark Side, Dave.

'SCUM-LIKE LEVEL'

Dear AMIGA POWER,

What can I say? How could you lower yourself to that scum-like level? How could you be so sad? How can you live with yourselves? I am of course referring to the bottom-right photo on page 86 of your July issue, showing desks smothered with loads of (ahem) technical stuff. *(Like what, the external disk drive? Ooh, call me Mr Propeller Head. – Ed)* Oh, and what's that I can see there, right next to the phone? Shock! Horror! Dismay! It's one of your rival mag's coverdisks!

You lot are supposed to be setting us loyal AP readers the example of not buying other Amiga mags, which incidentally, are of a much lower standard than yours. But how do you expect us to remain loyal to you, when we see you in possession of such stuff? And don't give me the old "but we're only using it as a blank disk and nothing more, guv" excuse 'cos I've heard this one before.

Yours, sadly now reduced to nothing more than depression, Martyn Edney, Bridport, Dorset

Blank disk? We were using it as a beermat, mate.

LEMMINGS T-SHIRT winner

'THROBBING LOVE GUSSETS'

Dear Auntie POWER,

Congratulations on the new addition to the Power family – 'The Secret Garden'. Particular congrats are due for the decision to not include a lonely hearts column. It's a well-known fact that computers are of far more interest to males than females, although it still baffles me why. A lonely hearts column only serves to raise the hopes of those sad, sad individuals who have neither the confidence nor the right to walk upon this grey and unpleasant land. Do these people not realise that my stomach is strongly offended with every mention of throbbing love gussets that seem packed into the classified pages of every publication? Anyway, you haven't included such a section so I'll get off my soapbox and onto the point of my letter.

What ever happened to the great articles that first enticed me to buy POWER back in those Matt Bielby golden days? You should make a lot more of the the good ideas you have – for example, the Right Profile in the July issue. Great! I'd like to hear about the views John Hare has with regard to the software industry, or even his views on nothing in particular, but lay it on thick! The same applies for beefing up Diary Of A Game – you could drop the cover disk as far as I'm concerned, but give me something substantial to read.

I remember in my infancy as a games player picking up Your Sinclair. It always had something worth reading even if the feature had bugger all to do with computer games. One month I saw an article about the magazine staff having a paintball match with a local police team, just when paintball was new to the country, come to think of it, I think your very own Jonathan Davies was involved. Regular readers know who you are, I think you could do articles about what you get up to as a team.

I'm probably in the minority with my views, and I understand you have to cater for the larger part of your market, but I hope you'll consider these views in future months. I'll continue to buy POWER because it offers an unrivalled reviews, tips and previews service better than anyone else in the whole world. It still is the best mag in the whole of computerdom.

Thanks for letting me sound off!

Yours faithfully, Phil Helme, Bolton

You've kind of answered your own question at the end there, Phil. I used to love those ridiculous old YS articles too (especially the one where Matt and the team were psychoanalysed by getting them to draw a picture of a house with a snake in the garden), but from the rest of the mail we get it seems as if most readers think we're quite self-indulgent enough already, thanks. I think maybe those happy, innocent, carefree days are gone forever (sniff). But don't forget to buy your copy of the special bumper last-ever issue of Your Sinclair, on sale from all half-decent newsagents now etc.

'CACK HUEY, MORE LIKE'

Dear AP,

After having bought AP27, I saw on the cover 'Absolute Power – The ones that got away!' I quickly flicked to its place in the mag, knowing that I'd sent in a few submissions, and sure enough I found four of my very own additions – *Super Huey, Zombi, Hardball* and *Foundations Waste.* I looked through the list of contributors to find myself conspicuously absent, yet you used my *"Super Huey? Cack Huey,* more like" phrase just above the list! I find it very hard to believe someone else had come up with an identical line, so where was my name? I contributed to the article, so deserve at least a mention. Anyway, keep up the good work.

Yours, a bit miffed, Adrian Pannett, Shrewsbury

PS In the *Super Huey* review, you offered me a job. When do I start?

Sorry Ade, consider yourself mentioned. And as for the job, you can start any time, provided you come down and arm-wrestle Mark for it, because it's his you'll be getting (as his punishment for not typing your name in). He's a big strong lad though, so I'd suggest you go off and 'pump iron' for about 10 years first.

'DOMINATION, NOT ALIENATION'

DO THE write THING

Dear AP,

Interesting to read your speculation on the 'rumoured' Amiga CD-ROM console in the July issue. My personal suspicions are that the machine does exist and that software houses are already in possession of development machines, eg Psygnosis with *Microcosm* and Ocean with *Inferno*.

Traditionally, Commodore remain tight-lipped, an approach I believe to be a mistake. At least, with the A1200 they approached programmers in order to ascertain their preferences, but what of the opinions of the users? CDTV is the lesson to be learned here, where Commodore gave us what they THOUGHT we wanted, and sales proved that they were wrong.

Domination of both console and computer markets is now within easy grasp for Commodore. CDI is dead in the water, UK Amiga sales outstrip the SNES and the Mega CD is prohibitively priced. The time is right for a 'dream machine,' a multi-media crossover unit, competitively priced, effectively bridging the gap between computer and console. Commodore already have a huge Amiga user base to build on, and so I hope they take into account at least three points when finalising their console specs.

1. COMPATIBILITY: Amiga owners hate being alienated from their software collections when upgrading to a new machine – it's very off-putting. The ability to support external floppy disk drives is crucial until CD dominates as the primary storage medium.

2. EXPANDABILITY: The machine should have 32-bit architecture with 2 meg of RAM and support other peripherals such as keyboards (essential for flight sims and numerous other game types).

3. ACCESSIBILITY: A sub-£250 price-point for an entry-level model would go a long way towards ensuring commercial success and the release of an A1200 CD-ROM drive at a suitably affordable price would speed up the transition to CD games software.

If the future of Amiga gaming lies in CD-ROM (and I firmly believe that it does) then Commodore need to protect and nurture their current user base and not leave the rest of us out in the cold. CDTV screwed up big time, so learn from your mistakes, Commodore, and aim for domination, not alienation.

Yours sincerely, Anthony Bush, Abergavenny

Er, seen this month's news yet, Tony? ●

AND ANOTHER THING...

Can the wondrous Jonathan Davies do a phone tips line for once please? I want to find out if he sounds as sexy as he looks. And, please tell me, why are JD and Stuart so gorgeous?
Suha Gallardo, London

Stop Press! Brian Glover is on The Bill. Wahey!
Dorian Morris, Bradford

I really, Really, REally, REAlly, REALly, REALLy, REALLY, REEEAAAAAALLLLLYYYY like your mag. It's raining now.
Daniel Bamkin, Nottingham

Here are some more games to put into the third and hopefully final instalment of Absolute Power. *Bio Challenge*, Palace, £24.99. Availability... *(Snip! – Ed)*
Brendan Phoenix, Crumpsall

Those phone hotlines are great. What a beautiful speaking voice Stuart Campbell has. It must be so great going into work knowing you'll hear that wonderful voice. It's so deep, so smoky, so smouldering, so sensual, so sexy and so Scottish.
Yours consumed with a burning flame of desire,
Suha Gallardo, London

Thanks for the junk, er, sorry, prizes. We've been forced to throw my brother into the street in order that we may store the stuff somewhere. Tim's Blue Pen was in the box of rubbish, I've just found it. Do you want it back? It doesn't work, by the way.
Iain Benson (AP25's 'Sack of Cack' winner), Stalybridge

I am 25 and have all my own, in addition to some other people's, teeth.
Randolph X, Edinburgh

Steve Bailey – look, just float down the river and blow us to bits, okay?

PLEASE! Wish my girlfriend (Sue) Happy Birthday as I'm trying to convert her to like computer games and this might help.
Yours cheekily, Phil Winstanley, Manchester

Happy Birthday Sue.

PS How about doing a full-sized poster of the Caledonian Sex God in all his full naked glory. Or a life sized inflatable doll. PHWOAR!
Suha Gallardo, London

Look, just GET A BLOODY GRIP ON YOURSELF, WOMAN!

AMIGA POWER COMPO WINNERS

Memory – not a sound from the pavement. Which is hardly surprising, because pavements can't talk. I'm sorry, where was I? Oh yeah – hands up who remembers issues 26 and 27, then? Okay, narrowing it down a little now, who remembers the literally extreme *Goal!* and *Lost Vikings* competitions that appeared in them (issues 26 and 27), respectively? Now, reducing the field even further, how many of you actually entered these self-same compos with the incentive of extraordinarily valuable prizes up for grabs? (And if not, why not? You clots.) And (getting a bit more exciting now, isn't it), WHO'S ACTUALLY ATTAINED THESE EXCITING GIFT GIVE-AWAYS? That's what we're gradually getting towards in this sort of roundabout rhetorical way, aw, what the heck, here's the winners:

RUSSIAN LINESMEN? BLOODY AMATEURS

Dear, oh dear people, just what the hell's going on? Virgin provide you with lots of *Goal!*-related prizes, we give you hopelessly easy questions and forty (count 'em!) chances to win, and what happens? This is a cautionary tale, so listen up, readers. We had multiple entries, we had correct entries with no return addresses, we even had WRONG multiple entries and when we eventually sorted everything out, we didn't have as many winners as we had prizes. I dunno, the phrase "looking a gift horse in the mouth" springs irresistibly to mind.

And while we're on the subject, haven't you got it yet? Write your compo entries on a postcard, don't forget your name and address and don't forget your bloody NAME! Are we your bank manager? Are we your headmaster? I don't think so, we're your friends, so what's with all these initials? In accordance with controversial new Press Council guidelines, we've now taken to MAKING UP the first names of anyone with the bare-faced effrontery to sign themselves 'Mr H Smith' or whatever, so don't go saying we didn't warn you, alright?

Ahem, anyway, the lucky recipient of the video recorder (and the 'Great Goals' video to watch on it) is:

Tim Holliday, who comes from **Edgbaston,** in **Birmingham**

While the names of the runners-up, who each get a groovy goals video, are, in the main, like this:
Gary Bebbington, Cheshire
James Scott, Swanage
Trevor Cobbe, Leicester
Michael Pieri, Deverell St
Graeme Donohoe, Irvine
Amanda Donohoe, Tuin Island
William Cobley, Streatham
Uncle Tom Cobbley, Margate
Detumescence Baker, Bristol
Miss Waldorfsalad Clare, Aldershot
Paul Grave, Fort William
Helen Bilbrough, Tadcaster
Adam Beale, Folkestone
Pete Beale, Walford
Robert Metz, East Grinstead
Adam Tolhurst, Sittingbourne
Russell Guppy, Bognor Regis
Bill Obviouslymadeupname, Hants
Brian Clarke, Mitcham
Robert Michum, Perth
Gary Jacobs, Peterborough
Jacob Sladder, New York
Simon Brown, York
Thomas Green, Stanstead
Dudley Smithers, Gillingham
Yeastiness Siddique, Dulwich
Daniel Maggs, Meopham
Cryogenics Morris, Tadcaster
Drainage Millward, Stoke-on-Trent
David Buckle, Emsworth
Brian Griffith, Slough
Robert Pendall, Sheffield
Andrew 'Hippybit' McDonnell, Wirral
Angus Deayton, Oxbridge
David Quinn, Rochdale
Ben Hall, Bruggen
Culpablehomicide Morris, Tadcaster.
(Oh, and a big 'Hi' to your brother, Cryogenics. Multiple entries, we hate 'em. – Ed)

OOPS! FORGOT TO COME UP WITH A FUNNY PUN-BASED TITLE FOR THE 'LOST VIKINGS' COMPETITION, DIDN'T WE? I MEAN, WHAT ARE WE LIKE, EH? (HOW ABOUT 'ALL FIRED?' – ED)

Scandinavia, what a great place. Wouldn't it be great to just go and wander across a fjord, hike up a glacier or say a cheery 'Hello' to passing groups of blond-haired, blue-eyed bystanders? You know, if I was offered a free holiday to Norway or Sweden, or possibly Denmark, I really wouldn't care where it was exactly, as I'd be really happy to see any of it. Let's hope that **Colin Parfitt** from **Bedminster** thinks so, because he's won a fabbo *Lost Vikings*-esque jaunt to Tromsk, Oslo, Stockholm, Minsk or, er somewhere like that. Have a good one Colin, and 'Tak Haj' (as I believe young Scandinavian people are saying nowadays).

Okay, the message is clear. Send us initials and you get a whole new first name, alright? We are the law.

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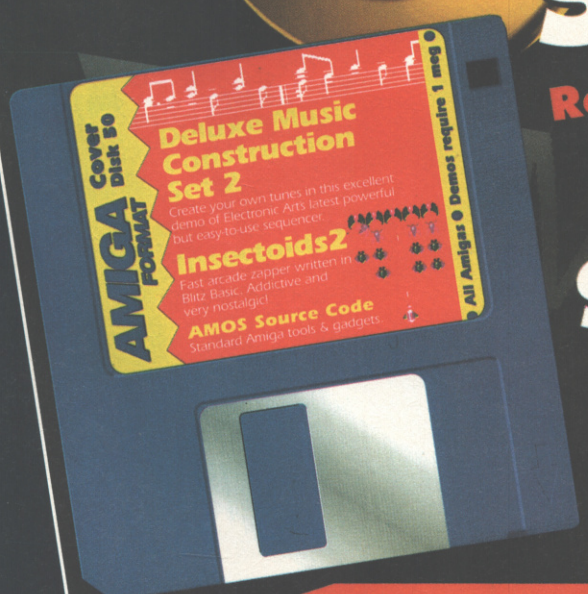

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DIARY OF A GAME...

The Hidden pose by their brand new 'motor'. Craig's on the right.

SPODLAND by The Hidden

Craig Howard continues the saga of the world's first spit-based Amiga game. Drool on!

1993 JUNE

Today I realised that there was still one major factor missing from the *Spodland* design: the actual control method used to move the Spods around the screen! So, in the very little spare time that I had left I decided that I had better sort this out. One of the problems we've had with *Spodland* is that the original design sheet *(as supplied by the winner of our 'Design-A-Game' compo back in January. – Ed)* was a bit low on facts, such as the range of moves available to the Spods. What this basically translates into is more hard work for me. Humph!

Monday 7

1993 JUNE

I've made up my mind to allow the Spods to always have the option to jump or spit in any direction, and following this, the option to jump to their left or right if the appropriate pedestal is empty. I hope that this will allow a subtle strategy to develop, making each player want to kill the opponents next to them so as to give them more freedom of movement and a bigger advantage in the game. *(Hmm, not really all that 'subtle', is it? – Ed)* Wow, I bet you'd never have guessed how complicated this game-designing lark really is.

Tuesday 8

1993 JUNE

After a long, hard week's work there's nothing better than a good old-fashioned party. And, as luck would have it, there was a double 21st birthday bash lined up in Norwich for my chums Geoff and Dan. It was quite a quiet occasion, with only one person collapsing – but it wasn't me 'cos I'm hard. *(Remember, kids: falling unconscious at double 21st birthday parties in Norwich isn't big or clever. – Ed)*

Friday 11

Hooray! A proper picture of the Spods in full spitting action!

1993 JUNE

At last I managed to convince Will (our chief programmer) to actually do some coding for *Spodland*. The boy has got a one-track mind at the moment, and seems to think about nothing but *Donk*, *Donk* and more *Donk*. *(That's The Hidden's super mid-price platformer with a duck in it, hopefully out soon. – Ed)* But today the 'cold shower' routine worked, and I managed to 'persuade' Will to code the routine for the four-player mode. It's going to be great.

Tuesday 15

1993 JUNE

Will presented me with a working four-player routine. Unfortunately, in order to test it thoroughly, he had to implement it in our current fave office game, *Monster Mash* – which is basically a *Smash-TV*-style shoot-'em-up. I say 'unfortunately' because just a two-player version of *Monster Mash* is addictive enough, but a four-player one is (in my humble opinion) just sex on silicon.

Thursday 17

1993 JUNE

After a rather sordid stint on *Monster Mash*, I decided to try and sort out some other stuff for *Spodland*. The main problem I've still got to solve is to do with the Spods themselves. I really want to use claymation-style techniques but I don't know when I'll be able to get some good model makers to sculpt the darn things out of Plasticine. So, just in case, I've asked Paul (our 3D man) to make some 3D models of the Spods and see how they turn out.

Also I've just seen a new version of *Donk*, which is now looking fantastic. Unfortunately, due to the recent collapse of DMI (who were going to distribute it), we don't know when it'll be released. Boo.

Monday 21

1993 JUNE

I've asked Carl (our rather brillo music maestro) to come up with some music for *Spodland* that will capture the feel of the game. There is no doubt that he will be able to do this, as anyone who has heard the music to *Donk* will tell you. Absolutely fantastic tunes indeed.

Wednesday 23

And this... is *Monster Mash*. Nope, it doesn't look much like *Smash TV* to us, either.

1993 JUNE

I had a go at sorting out a screen mock-up for the bash-a-crocodile sub-game which we'd originally designed ages ago. So, until next month, this is a slightly stressed but still very beautiful Craig saying Byeee! *(Cheers Craig. – Ed)*

Monday 28

AND ANOTHER GAME

CANNON FODDER by Sensible Software

Most games wouldn't be the same without a good selection of vehicles and weapons. Don't worry – *Cannon Fodder* has got plenty of both.

I'm your charming host – Jools Sensible.

Hi! And welcome back to the time-deviating, swashbuckling and hard-rhyming pages of Jools' *Cannon Fodder* diary. Okay, last month I promised to tell you about the vehicles and so that's what I'm about to do, but as well as the vehicles I'm gonna disclose the inventory of the whole armoury available in the game, so if you suffer from a nervous disposition, if you're a Morrissey look-a-like or simply a Take That fan – RUN FOR COVER!

I think what I'll do is put both the vehicles and the weapons into the same category, call it some pretentious name like 'The explosive forces of *Cannon Fodder*' and list everything in order of destructive power. And, as if by magic, here is that very list:

First of all we have the plain and straightforward *bullet-firing guns*. The power of the gun depends on the rank of the man firing it: the higher this is, the higher the rate of rounds, bullet speed, distance covered and accuracy. Your men get promoted to higher ranks after every mission successfully completed so if you can manage to keep them alive for long enough, you will be rewarded with some seriously devastating firepower.

Next on the list are *grenades*, good for lobbing over background obstacles at enemies in well-dug-in positions and, more importantly, ideal for blowing up buildings containing the evil opposition.

Bazookas are used to reach the parts that grenades can't. Their pin-point accuracy gives them an effectiveness cherished by sadists and trainee dictators.

There will be a couple of other ground-based weapons: *mounted guns* and *rocket launchers*. But as they are not fully implemented yet I can't really tell you any more about them.

So then, straight onto the first vehicle – the *jeep*. Imagine the first time you discover a jeep while playing the game – you're casually walking around, blowing the hell out of everything in sight, and there it is, just parked there, all gleaming and new and free for the taking. To jump in, just click on it with the left mouse button, then watch your men walk up to it and climb aboard. Now you can do what you want with it: if you fancy yourself as a Nigel Mansell you can go for some high speed seat-of-the-pants racing around. If you consider yourself more of an 'Evil Knievel', then try out some stunts like jumping a 20-foot chasm. For the Sunday drivers among you, posing down at the beach is even a possibility! But what I really like to do is smash through fences and try to flatten as many of those little enemy blighters as possible. Each to their own, I suppose.

More explosions while, down at the bottom, a jeep arrives on the scene.

Just one grenade makes pretty short work of these enemy barrack huts.

What's more fun than wreaking havoc with a speedy jeep? Well, how about causing total mayhem in *a jeep with a rather large gun attached to it*?

Of course neither of the previous two mechanisms have the sheer sexual prowess or frontmanship qualities of a practically indestructible *tank*, which just happens to be the next 'little' item in the *Cannon Fodder* mega-weapon list.

Bored of all this ground-floor action? Well then, it's time to go up in the world, because *Fodder's* also got *helicopters*. Four different types of helicopters, to be precise. The first is pretty simple, and is just for transporting your men around and spotting the enemy with. The other three have weapons – *bombs*, *rockets* and *homing missiles*, respectively.

I've recently finished the bits of code to make the homing missiles work and I'm very pleased with it to say the least. I'll try to explain. When the helicopter pilot (you, for example) has clicked on a target, the missile drops from the underside, and then slowly speeds up and turns towards its victim. However, if there are any obstacles in its path (and this is the clever bit) it automatically goes up in order to fly over them. Then, when there is a clear path, it decides to lose height again and gets on with the attack. These weapons can be used against anything – from background terrain, fences, buildings etc, to any of the enemy's armoury, including just a single man.

That leads me to the one most important thing left to tell you about in this section – THE ENEMY ALSO HAVE ALL OF THESE WEAPONS and are more than likely to be better than you at using them, but I'll have to finish coding the game and you'll have to buy it to find out how. Anyway it's that time again to bury my head back into the sands of *Cannon Fodder* and get on with what I get paid for, so bye bye for now. ●

PD

Variety is either the spice of life or the rubbish that both BBC and ITV fill up their prime-time Saturday night schedules with. So do the varied specimens in this month's PD round-up enrich your life or turn your brain to mush? Heeeeeeeeeeere's Dave Golder...

TIME-RIFT

NBS Licenceware

He might look like Bon Jon Bovi, but don't let that put you off the game.

It's strange how spaceships and time capsules are always powered by crystals. What's wrong with petrol? Or nuclear fission? Or manure? Then again, I don't think I'd want to play a game where you go around collecting cow-pats.

Time-Rift is an arcade adventurey-type thing set in four different time zones. In each zone you have to collect, you've guessed it, four crystals so that you can power up your time machine and get on to the next zone.

It's a very impressive game. Each zone is massive with loads of geographically-defiant platforms, buildings and tunnels. You have a choice of weapons and a handy mapping facility. There are a whole range of power-ups littered about the place which you'll need because there are plenty of nasties about too.

With a sprite who's a first-year student in the *Prince Of Persia* school of animation and some lush backdrops, this is an excellent game that deserves checking out.

VERDICT: I liked it, a lot. So will you, probably.
RATING: ★★★★★

PARADOX

PD Soft

This month's puzzler, for people who are that way inclined, is, like all the best puzzlers, based on a very simple

Here's one you can work out for yourself. Just follow the rules below and have fun.

premise. You are presented with a screen full of multi-coloured balls – there will be two of each colour. Your mission is to push like-coloured balls next to each other so that they vanish in a puff of smoke; exterminate all the balls within the time limit and you're whisked off to the next level.

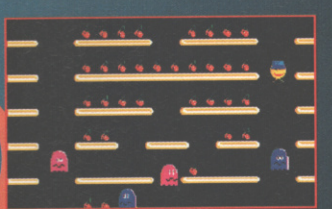
I found it infuriatingly addictive. It's one of those games where you romp through four or five levels then come to a complete halt on a screen you just can't work out.

VERDICT: A sound basic idea, well presented. Okay it's not *Lemmings*, but as puzzlers go, it's funky enough.
RATING: ★★★

FRUIT PANIC

PD Soft

More cute platform stuff, but unfortunately not as good as *Captain K*, in any department. The idea this time is to collect all the fruit and avoid the nasties. The 'gimmick' is that at the bottom of each level are two trampolines, and these are the only way you can make your, er, thing go up the screen. Oh, and he can also place


It's about fruit and supposed to be cute.

bombs to paralyse the nasties.

The graphics are pretty uninspired, the levels are pretty samey and the controls are muddy. Apart from that I quite enjoyed it.

VERDICT: Hmmm, when the basic concept is as corny as this, you need to back it up with some glitz. *Fruit Panic* doesn't and ends up an okay, but ultimately dull game. *(But the rest of us like it anyway. – Ed)*
RATING: ★★★

SMURF HUNT

PD Soft

The dream of a generation comes true.

Okay, it's a *Shoot-'Em-Up Construction Kit* game, and gameplay-wise pretty much what you'd expect. But it gets a mention purely because of its theme – blasting Smurfs. Yup, it's no less than they deserve. They inflicted mental agony and left deep psychological scars on a whole generation. A few goes on *Smurf Hunt*, though (with its gratuitously bloody scenes of Smurfs getting it) and you'll be cured, a sane, balanced human being again.

VERDICT: Hah!
RATING: ★★★

CAPTAIN K

NBS Licenceware

But what does the K stand for? Kelloggs? Ken? Kilroy-Smith?

Cute platform games, don't you just love 'em? Once upon a time all you could find in the public domain were *Tetris* clones and products from the *Shoot-'Em-Up Construction Kit* production line. These days you can't move for fruit 'n' flowers all over the place.

Get the picture? Cute-a-rama *Captain K* is full of flowers and so-called nasties who look about as dangerous as Michael Jackson. On the cartoon cuteness scale the graphics rate somewhere between My Little Pony and Gummi Bears, which is another way of saying if you can stand this cutesy stuff then they're actually pretty good.

The game is a simple case of guiding your jet-packed space cadet around some not-at-all-inspired-by-*Parasol-Stars*-type levels collecting or destroying everything on them. A nice touch is that you're armed with a bouncing missile which you have to master the art of lobbing.

There are tons of levels which keep throwing up new challenges to stop the game getting tedious, and they almost work. If you're into this sort of thing, *Captain K* delivers the goods, if not any surprises.

VERDICT: Great graphics, decent sounds, okay gameplay, limited lastability, but then, who's taking notes? *(You are. – Ed)*
RATING: ★★★★

Contact Addresses: PD Soft, 1 Bryant Avenue, Southend-on-Sea, Essex SS1 2YD ● NBS, 1 Chain Lane, Newport, Isle Of Wight PO30 5QA

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G023 - CAVERUNNER - Another excellent Game.

REVIEWED IN AMIGA POWER

G037 - TIMERIFT
G038 - SMURFHUNT
G039 - FRUIT PANIC
G040 - PARADOX
G041 - CAPTAIN K

THIS MONTH

ALL FORMATS

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GAMES

G010 - POM POM GUNNER - Great graphics in this Terminator 2 arcade style shoot um up.
G043 - WIBBLE WORLD GIDDY - Superb platform game.**
G044 - ELEVATION 2 - Great sequel.
G045 - TANKHUNTER - Addictive tank V tank action.
G046 - PETERS QUEST - Good platform game.
G047 - SUPER PAK MAN - If you like Pac games then get this disk!!!
G048 - NEIGHBOURS - (2 disks)Best graphic adventure available in PD.**
G049 - FIGHTING WARRIORS - Budget version of Streetfighter 2. As reviewed in Amiga Power July.
G050 - BOMB JACKY - Classic game at its best.

GAMES

G051 - BALDERS GROOVE -Boulder Dash type game.
G011 - AIR ACE 2 - Excellent graphics, I really like this game.**
G014 - WILD FIRE - Another good shoot um up.**
G028 - PIPELINE - Popular game.
G033 - AIR WARRIOR - Includes other games including Shorties, Bluemoon and Cobra.**

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E006 - WORLD GEOGRAPHY - Very useful disk.
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E008 - LEARN AND PLAY 1 - For younger Amiga users, very popular.
E009 - LEARN AND PLAY 2 - Great sequel to disk E8.

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THE BOTTOM LINE

Clear buying recommendations. That's what we like to provide for our readers. And what could be more clear than short reviews of every game from the last year, with new entries in blue and brill ones in red? Nothing, that's what.

THE BOTTOM LINE
(AND HOW TO UNDERSTAND IT)

★★★★★ Excellent ★★★★★ Nearly there ★★★★ Very good
★★★ Has its moments ★★ Flawed ★ Dire

The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price

Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All-Time Top 100, its position comes next, followed by

the mini-review and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about just about every full price game you're even slightly likely to think about buying.

WHO'S WHO AP – Adam Peters ● DG – Dave Golder ● GP – Gary Penn ● JD – Jonathan Davies ● KF – Karl Foster ● LB – Linda Barker ● LE – Les Ellis ● MB – Matt Bielby ● MR – Mark Ramshaw ● MS – Matthew Squires ● MW – Mark Winstanley ● NW – Neil West ● RL – Richard Longhurst ● RP – Rich Pelley ● RR – Ronnie Randall ● SC – Stuart Campbell ● TN – Tim Norris ● TT – Tim Tucker

1869
Flair Software £29.99

AP27 79% DG
Powerfully complex high seas trading sim set in, you've guessed it, 1869. Easy to get into, generally fantastic for strategy fans and history-of-shipping enthusiasts, but otherwise a bit dull from a visual action point of view. ★★★

3D CONSTRUCTION KIT 2
Domark £49.99

AP21 80% JD
This is a games creation utility which gives you the power to put together your own 3D environments and make games out of them. This version gives you extra features not found on the first, like the ability to add sound effects, support for spheres and a disk full of clip art. It's quite hard to get into the programming, but it's still a lot easier than other languages and a neat way to get into creating 3D games. ★★★★

ABANDONED PLACES 2
ICE £34.99

AP27 58% TN
Follow-up to (surprise, surprise) *Abandoned Places 1*, this is fairly standard RPG fare. It's big, it's easy to control and it looks great, but in the end, you'll find that the disk-swapping and copy-protection-code-demanding really get in the way of your fantasy enjoyment. Competent, but hardly outstanding. ★★

A-TRAIN
Ocean £34.99

AP24 82% RL Top 100 No.81
Slow-paced but thoroughly engrossing god sim, where you build up towns around a fledgling train network. Stunning graphics and gameplay so deep you'd probably break your ankle if you fell into it. A visually attractive strategy game – now there's something you don't see every day. ★★★★

AIR SUPPORT
Psygnosis £25.99
AP19 55% RL
Uninspired and a chore to play, *Air Support* misses the mark as a strategy game *and* as a 3D blaster. It's a nice idea to combine two genres but it falls short when all the good bits are missed out. It's a sad, bad game, which is a pity. ★★★

ALIEN³
Acclaim £25.99
AP22 85% GP Top 100 No.38
Not a totally accurate representation of the third in the Alien saga, but it does capture the feel of the Alien films in general and, more importantly, it's a great game. A platform blast-'em-up that's not particularly original but provides loads of fun and atmosphere. Good stuff. ★★★★

THE ANCIENT ART OF WAR IN THE SKIES
Microprose £34.99

AP27 65% MW
Wide-ranging World War 1 air combat and strategy sim, mostly let down by horrendous disk accessing. You can swap between an overall view of the battlefield, and sitting in with your bomber and fighter crews on missions – bombing runs are great fun, while dogfights, er, aren't. It adds up to an entertaining and challenging wargame that's tricky to recommend unless you've got a hard drive. ★★★

AQUATIC GAMES
Millennium £25.99

AP19 60% SC
James Pond's latest adventure sees him competing in the underwater Olympics. It's one of those joystick waggler games that gets horribly boring and repetitive very quickly. It does look very cute but we think we'll wait for *James Pond*³. ★★★

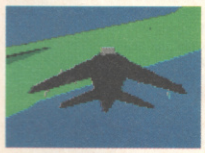
ARABIAN NIGHTS
Mirage £34.99

AP25 83% LB
I know what you're thinking, punk – "Oh no, not *another* cute platform game". Up to a point, you'd be right – *Arabian Nights* has all the hallmarks of a good old scrolling romparound, *plus* cryptic puzzles, massive built-in cuteness factor, and extraordinary (if occasionally frustrating) high speed. Great fun. ★★★★★

ASSASSIN
Team 17 £25.99

AP19 89% MS
Overall a great game. Nothing really to drag it down except perhaps a lack of originality. It looks great, it's chock-full of features and entertaining baddies and it's fairly simple to control. This is how most arcade conversions should look, but don't. ★★★★

AV-8B HARRIER
Domark £39.99

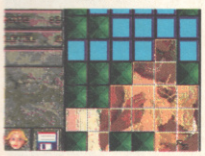


AP22 47% JD
A Harrier sim that's so accurate it's a chore. For anyone without an A1200, forget it, it's too slow. It's still dull on the A1200, with uninspired graphics and very little entertainment value. Could be the most accurate Harrier sim available (on the A1200 that is), but not a game to get excited about. ★★ (★★★ for A1200)

B17 FLYING FORTRESS
Microprose £39.99

AP25 83% TT
Remember the film Memphis Belle? Well, if you've ever wanted to take on the roles of the entire crew of a B17 strategic bomber, then this is the simulation for you. It's a little short on high-speed graphic action, but more than makes up for it with attention to detail and seriously nostalgic World War 2 ambience. ★★★★

BACK SIDES
Emotional Pictures £25.99



AP27 20% JD
The ancient game of Othello has mesmerised mankind for centuries. And now (at last), it's been brought bang up-to-date – in this new version, the more tiles you flip, the more you get to see of 'attractive' young ladies in various states of undress. Now, you might expect this to be poorly programmed, badly playtested, tacky old rubbish – and you'd be right. It's also pretty good at playing Othello, though. Damn. ★

BARD'S TALE CONSTRUCTION KIT
Electronic Arts £29.99
AP23 62% JD
It's a construction kit for *The Bard's Tale*, isn't it? Does the job well, but you'd have to be a real fanatic to plough through the unfriendly and unforgiving interface it uses to do it. Then again, if you were thinking about buying this in the first place, that's exactly what you'd be. So, er, that's alright then. ★★★

BATTLE ISLE '93
Blue Byte £25.95

AP27 86% MW
Not the long-awaited *Battle Isle 2* (due out in early 1994), but pretty much the original *Battle Isle* set in space – on a moon, to be more specific. Including all the stuff that made *BI* such a favourite (plus, unfortunately, the original's occasionally annoying slowness), this is a wargame that would entertain many an arcade fan with a good hour or so to spare. ★★★★

BATTLE ISLE SCENARIO DISK 1
Ubi Soft £19.99
AP18 78% MR
As data disks go this one is good value for money. *Battle Isle* fans, this is the place to come for lots more scenarios and lots more playing time. ★★★

BAT 2
Ubi Soft £30.99
AP19 80% RL
With so many different styles of gameplay in here it could have been a real mess but the strategy and 3D elements combine really well with the adventure and RPG to give a cracking game. Nice one. ★★★★

BC KID
Ubi Soft £25.99

AP19 89% GP Top 100 No.86
Supercute platform beat-'em-up, brimming with style, character and humour. Very playable and very lovable. ★★★★★

BEAVERS
Grandslam £25.99

AP26 71% SC
Adequate cute platformy antics, featuring a beaver. Natural history devotees may be disappointed by the lack of attention to dam-building, while the rest of us have to put up with dodgy controls and loads of disk-swapping. Engaging enough while it holds your attention, but really nothing all that special. ★★★

BILL'S TOMATO GAME
Psygnosis £29.99
AP21 81% TT Top 100 No.43
Bill wrote it, Terry and Tracy Tomato star in it and you play it. Totally bizarre and thoroughly original gameplay gets you to propel a tomato across the screen using fans, trampolines and jack-in-the-boxes. With a hundred levels involving all sorts of puzzles, this will keep you going for ages. ★★★★★

BODY BLOWS
Team 17 £26.99

AP24 89% TT Top 100 No.53
The Amiga beat-'em-up that *Street Fighter 2* should have been. It's a gloriously slick fightfest where you can actually control your character with an amazing degree of accuracy.

The only downer is how long you can bash your mates before it gets boring. ★★★★★

BUNNY BRICKS
Silmarils £25.99

AP19 36% AP
Breakout meets baseball meets a bunny. Bad. ★

CAESAR
Impressions £29.99

AP19 84% DG
Ruddy heck! At last, a halfway-decent wargame thing! Lots of strategy, good presentation, compelling gameplay. Generally, it's pretty good. Blimey. ★★★★

CALIFORNIA GAMES 2
US Gold £25.99
AP18 52% RR
This will receive a fair recommendation when it arrives in the budget bin where it belongs. The only truly surprising thing about *California Games 2* is the price. £25.99? Get real, dudes (as I believe young people say nowadays). ★★

CAMPAIGN
Empire £34.99

AP19 83% JD
And here's another decent wargame. *Pacific Islands* meets, um, some other good war-type game. Strategy-tastic, and probably still a bit much for zapping fiends, but a lovely game for anyone with the slightest beam of light creeping through the closed door of their mind. ★★★★

THE CASTLE OF DOCTOR BRAIN
Sierra £34.99

AP18 61% DG
If you want to expand your kids' minds then this is no bad way to go about it. It's just a pity that it's so damned slow and difficult to control. Not a very large game. ★★

CATCH 'EM
DMI £25.99

AP18 69% RP
If you enjoyed the totally bizarre concepts of *Lemmings* or *Gobliins* then perhaps you could make something of *Catch 'Em* too. Try it, you might like it. ★★★

CHAMPIONSHIP MANAGER '93
Domark £25.99
AP27 80% TN
Excellent footy management sim, and a big improvement on its prequel, with (it's claimed) 37 additional features. Astonishing attention to detail makes it ideal for the more cerebral strategists among you, but there's still no on-screen football action – if you want to see your lads giving it 101% out there on the pitch, go for *Graham Taylor's* instead. ★★★

THE CHAOS ENGINE
Renegade £25.99

AP22 89% SC Top 100 No.14
The Bitmaps return with an absolute corker of a shoot-'em-up. A cross between *Gauntlet* and *Speedball 2*, this looks, feels and plays like a dream, with bundles of atmosphere and gorgeous graphics too. Most importantly, it's great fun to play, and the two-player mode is even more brill. Unmissable.
★★★★★

CHUCK ROCK 2 – SON OF CHUCK
Core £25.99

AP24 83% MW Top 100 No.66
Chuck's son Junior battles against some of the biggest, cutest monsters of all time to get his pot-bellied dad back. Formula platform material is spiced up with funny and playable sub-games and high-class cartoon characters. ★★★★

COHORT 2
Impressions £29.99

AP26 52% MW
Roman battle sim that works either as add-on for *Caesar*, or as a stand-alone strategy wargame. By themselves, the battles tend to be confusing rather than enthralling, while the fact that you can win without giving a single order is a little, er, suspicious from the tactical involvement point of view. ★★

COMBAT AIR PATROL
Psygnosis £29.99
AP23 88% MW Top 100 No.59
Spiffing flight sim with the emphasis heavily on the all-action shooting aspect. Really good fun, and the most enjoyable flight sim since *Knights Of The Sky*.
★★★★★

COOL WORLD
Ocean £25.99
AP21 59% TT
Enjoyable (if unoriginal) platform game with clumsy character control as its main fault. The link to the film is tenuous to say the least.
★★

CREATURES
Thalamus £25.99

AP24 20% SC
A cutesy, platformer type of affair where the only real entertainment comes from the single-screen torture scenes. Pixel-perfect jumps prove tiresome, and come to think of it, so do most of the other features. Not at all a fun experience. ★

CRYSTAL KINGDOM DIZZY
Code Masters £19.99

AP23 25% SC
Issue 23 was a bit of a nightmare for over-priced software, and this was possibly the worst offender of all. Even the Dizzy fans in the office (well, Stuart) thought this was the worst-designed and most annoying to play Dizzy game to date, so making it cost three times as much as the rest has to be a bit of a mistake. ★

CURSE OF ENCHANTIA
Core Design £34.99

AP19 87% LE Top 100 No.46
A game that could well out-monkey the definitive *Monkey Island*. With such a high degree of humour this adventure is well on its way to becoming a classic. It's slightly overpriced and some of the puzzles are a little obscure but these are minor quibbles. Overall this is a great game. ★★★★

CYTRON
Psygnosis £29.99
AP21 61% SC
Paradroid 90 done again, only not as well. A robot slides uncontrollably about a maze shooting other robots and splitting up into two little robots occasionally. Lots of other options liven things up, but only for a few minutes. ★★

DARK QUEEN OF KRYNN
SSI £32.99

AP19 67% JD
Yet another Krynn game, just the same as every other Krynn game you've ever seen. (And if you've never seen one, they're primitive RPGs with ridiculous price tags and as much user-friendliness as a pit bull terrier with its tail caught in a door.) The graphics are a bit better than usual, though.
★★★

DARKSEED
Cyberdreams £34.95

AP22 88% MW Top 100 No.61
Giger-designed graphic adventure that oozes class and sophistication and creates a world all its own. A truly original game with masses of atmosphere and sick and slick action. Not for the faint of stomach.
★★★★★

DESERT STRIKE
Electronic Arts £29.99

AP25 92% TT
One of the best games on the SNES and Mega Drive just got a whole lot better. Naturally enough, the Amiga version of this isometric helicopter gunship classic has got better graphics, better explosions and generally all the stuff you need to turn your puny console-owning friends *Lemmings*-hair-green with envy. The gameplay's a bit simple, but there's plenty of missions and a brilliant Gulf-War-feel all round (if that's your cup of tea).
★★★★★

DOODLEBUG
Core Design £25.99

AP19 83% SC
Yet again the consoles are shown how cute platform games should be done. The controls are well thought out and even the pencil power-ups work really well. While it doesn't quite match up to *Zool* or the *Addams Family* it certainly gives them a run for their money. ★★★★

DRAGON'S LAIR 3: THE CURSE OF MORDREAD
Ready Soft £34.99

AP22 24% TT
The third instalment in the *Dragon's Lair* series has the usual mix of wonderful animation and design with doses of cartoon humour, but sadly no gameplay worth mentioning. Offers no lasting enjoyment. ★

DUNE 2
Virgin £30.99

AP28 91% MW
Not really "more of the same", more a case of "more of something else" – the first *Dune* was a stonking desert planet strategy adventure, and this is a sort of *Sim-City*-meets-*Battle-Isle* wargame affair. And very hot it is too, with real-time combat action and a nice line in synthesised speech as you send your troops off to fight in the scorching spice-wastes. You build, you fight, you harvest, you explore and, er, you fight again. But then again, that's what galactic domination is all about. ★★★★★

DUNGEON MASTER/ CHAOS STRIKES BACK
Psygnosis £25.99
AP21 81% AP
Standard RPG fare packaged in a thoroughly playable and atmospheric package of two games. *Dungeon Master* is the old one, *Chaos Strikes Back* the newie, and you'll either love them or hate them both, depending on your views on RPGs. ★★★

ENTITY
Loriciel £25.99

AP25 74% SC
The prehistoric platforming adventures of an, er, generously proportioned young lady who gets her kicks by punching out dinosaurs and other mythical beasts. Good static graphics, slightly dodgy animation, and a bit of fun while it lasts (which may not be too long). And phwoar, eh lads? ★★★

EURO SOCCER
Flair Software £25.99
AP22 39% JD
Yet another game which fails to challenge *you-know-what* as the greatest football game of all time. The goalkeepers are hopeless, the control system is seriously lacking, the scrolling's too slow... if you want to play computer football, look under 'S'. ★★

EXODUS
Demonware £29.99
AP22 58% DG
Very hard to get into, with no help from the manual. Loads to tackle if you can manage to break through, but not particularly rewarding unless you're prepared for months of space exploration and engine maintenance.
★★

FIREFORCE
ICE £25.99

AP19 56% SC
Green Beret for the '90s. The 1890s, that is. ★★

FIREHAWK
Code Masters £19.99

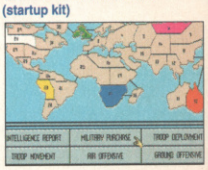
AP28 45% TN
Overhead-view helicopter-vs-druglords blast-'em-up jazzed up with a weird skeet-shooting sub-game. The every-which-way scrolling action can get pretty frantic at times, but that's mainly because the dodgy control system makes it almost impossible to tell which way your chopper's pointing. Okay but no *Desert Strike*. ★★

FLASHBACK
US Gold £37.99

AP25 92% MW
Another *Another World*, only this time the graphics are even better and there's a good deal more to the gameplay. The extraordinary in-game animations have to be seen to be believed, and the horrific arcade adventure playability keeps you coming back for more. It's kind of pricey, and some sections are too frustrating, but *Flashback's* still a major milestone in Amiga gaming. Ooh yes. ★★★★★

G-LOC R360
US Gold £25.99
AP18 7% LE
Possibly the most dismally programmed, boring and unimpressive piece of software we've ever seen. It's expensive, tacky, and rubbish. 'Nuff said. ★

GLOBAL CONFLICT
Quantum Software £12.99 (startup kit)



AP28 53% MW
Modern-day play-by-mail world domination game. To play, you get a map, a strategic update screen, and some reasonably effective sound effects to convey the combat sequences. But can the vagaries of the British postal system compete with the up-to-the-minute tactical thrills of modem link-ups? Our reviewer thought not. ★★

GLOBAL GLADIATORS
Virgin £30.99

AP28 84% TT
At last – a cute platform shoot-a-rama with a difference you'll enjoy. Excellent graphics, slick gameplay, lovely big levels, endearing characters – you name it, you "got it" (as I believe these modern fast-food outlets are saying nowadays). There's a few too many jumping-into-empty-space-and-hoping situations for entirely comfortable gameplay but, medical experts agree, it's still the ideal antidote to 'platform fatigue'.
★★★★

GOAL!
Virgin £30.99

AP26 82% TT
Kick Off 3 in all but court injunction – Dino Dini once again dares to go up against the footballing might of *Sensible Soccer*, and, the truth be told, comes off a lot better this time. Loads of options offer practically everything you could ask for in an arcade soccer game, with the possible exception of *Sensi's* super-intuitive control system. But, hey, maybe that's what you *Kick Off* fans prefer (and deserve). ★★★★

GOBLIINS 2
Coktel Vision £29.99
AP21 78% MW
It's more fun to watch than most cartoons on TV today, and scores highly in the fun and humour departments. The graphics and sound are wonderful too, but puzzles that are unbelievably contrived and a few annoying gameplay glitches can make this adventure tiresome at times. Well worth a go. ★★★★

GRAHAM GOOCH WORLD CLASS CRICKET
Audiogenic £29.99
AP26 80% TN
Definitely the best Amiga cricket sim so far. Though whether that makes it a worthwhile game all-round still very much depends on whether you've got the patience for ordinary cricket – never a fast-paced full-action sport, even at the best of times. Loads of options, a good (if brief) 3D bit and crap sound. How's that?
★★★

GUNSHIP 2000
MicroProse £35.99

AP28 85% MW
Apaches, Blackhawks, Super Cobras, Defenders, Kiowa Warriors – if high-powered helicopter combat sims are your game then *Gunship 2000's* probably your, er, name. Compared to the hugely popular original, this is very fast (even on a standard Amiga) with plenty of customisation options so you can tailor the tank-busting and chopper-downing entertainment to your own ability. And even the extensive pre-mission disk-swapping doesn't seem so bad. One of the top sims around.
★★★★★

HISTORY LINE
Blue Byte £34.95
AP22 87% RL Top 100 No.20
Wargames don't come much better than this. A World War 1 strategy game that succeeds by having a wonderfully easy control system, graphics galore and tight gameplay which keeps you well involved in the action. An example of what a good wargame can do.
★★★★

HUMANS
Mirage £25.99

AP19 70% DG
Nice idea behind this puzzley thing, but it's too dull and slow to keep your interest for very long, and the horrible controls don't help.
★★★

HUMANS – JURASSIC LEVELS
Mirage £19.99 data disks, £29.99 stand-alone

AP26 63% MW
Another 80 levels for the game that's trying so hard to be *Lemmings* that it hurts your fillings. Puzzles tend to be frustrating rather than fun – if you liked *Humans*, you'll love this. Otherwise, avoid. ★★

INDIANA JONES AND THE FATE OF ATLANTIS
LucasArts and US Gold £34.99

AP21 90% GP Top 100 No.57
Graphic adventure in the same vein as *Monkey Island*, with depth and story surpassing even the films at times. Brilliant in every respect except one – the amount of disk swapping renders the game almost unplayable, but it's almost worth buying a hard disk just for this.
★★★★★

INDIANA JONES AND THE FATE OF ATLANTIS – THE ACTION GAME
US Gold £25.99
AP22 36% MW
Indy fans are well advised to avoid this tiresome and dull game and go for the adventure game with the same title. ★

INTERNATIONAL RUGBY CHALLENGE
Domark £25.99

AP26 2% SC
Worse than death. ★

ISHAR 2
Silmarils £29.99

AP28 79% JD
Despite all your efforts in the first instalment, doom's still stalking the land of Ishar – which is all the excuse you need to assemble a hearty band of adventurers and set off on a bizarre 3D walking-into-the-screen mission to collect the parts of a magical poem. Or something. It all adds up to a thoroughly professional RPG that'll please *Ishar* and other fantasy fans immensely. Fab graphics too. ★★★

JOE AND MAC CAVEMAN NINJA
Elite £25.99
AP22 22% SC
Horrible graphics, tragic control system and uninspiring gameplay combine to make this a true turkey. Don't waste your cash. ★

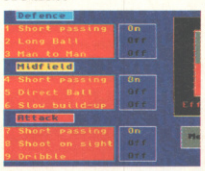
KGB
Virgin £30.99

AP21 87% TN
An adventure game that steers well clear of the well-worn 'myth and magic' themes, and instead goes with a well-researched contemporary approach. The atmospheric graphics and numerous characters give it depth, but the linear storyline leaves little scope for exploration.
★★★★

KRUSTY'S SUPER FUN HOUSE
Acclaim £25.99

AP22 74% SC
Bright and colourful, this is a faithful conversion from the SNES. Platform fun with some brain-tickling puzzles, it's only let down by the slightly repetitive gameplay. Also the passwords for accessing levels are pitched too far apart, making it difficult to dip into. A very good, but sadly flawed, platform puzzler. ★★★

LEEDS UNITED CHAMPIONS
CDS £25.99



AP21 74% AP
No arcade action with this, it's a management sim all the way. It's easy to control, with loads of options, and although not the best football management game around, it's a lot better than the worst. It also suffers from being inextricably tied to Leeds United football team, which means that however good it is, some people just aren't going to buy it. ★★★

LEGEND OF KYRANDIA
Virgin £35.99

AP19 89% LE Top 100 No.80
Gorgeous adventure with an excellent difficulty curve, although the nine (count 'em!) disks are a bit of a bummer. ★★★★★

LEGENDS OF VALOUR
US Gold £39.99

AP23 88% MR Top 100 No.24
Amazing-looking texture-mapped RPG, an absolute dream to play, but at an absolute nightmare of a price. Still, with this kind of thing you usually always get a lot of playing time for your money, so that's sort of alright. ★★★★

LEMMINGS DOUBLE PACK
Psygnosis £29.99

AP21 80% TN
If you've never heard of this then where have you been all decade? The unavoidable all-time classic game of rodent rescue packaged together with *Oh No! More Lemmings*, which is pretty much more of the same. Surely as many levels as you're ever going to want, but, given the age of these games, the high price is a shame. ★★★★

LEMMINGS 2 – THE TRIBES
Psygnosis £29.99

AP24 92% SC Top 100 No.8
Super lemmings, jet-pack lemmings and hundreds of tiny McLemmings, what more does a sequel to one of the most popular games of all time need? With 52 different lemmings, save game options and an actual storyline, *Lemmings* the Second rises above an already pretty damn spiffing original. ★★★★★

LETHAL XCESS
Eclipse £TBA

AP25 70% MW/SC
Isn't it about time we had another vertically-scrolling shoot-'em-up? What do you mean, "No"? *Lethal Xcess* is genuinely professional carnage along similar lines to *SWIV*, with some nice new ideas of its own. Where it falls down is the ridiculous level of difficulty which will sorely test all but the most fanatical autofire fans. And it's just not as good as *SWIV*, either. ★★

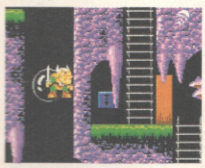
LIONHEART
Thalion £25.99

AP22 88% MR Top 100 No.74
The Amiga is pushed to its limits with the most amazing graphics and parallax scrolling yet seen. The game's not bad either, being a platform slasher, and it's probably the best of its genre on the Amiga. Large, dynamic and great to look at, it will keep you busy for some time.
★★★★★

LOCOMOTION
DMI £25.99
AP19 84% SC
Arrange the tracks so the trains don't crash. Fun that the whole family can join in with, *Locomotion* is also a game that pushes your brain into overdrive. It's absorbing, addictive, admirable, and lots more besides. It's got a built-in construction kit so you'll never get bored with it. What more could you want? ★★★★

LORDS OF TIME
Hollyware £25.99
AP19 53% JD
Lifeless, lacklustre FRPG that's not so much run-of-the-mill as aimless-kind-of-stroll-of-the-mill. Nothing very much of anything. A vacuum. ★★

THE LOST VIKINGS
Interplay £29.99

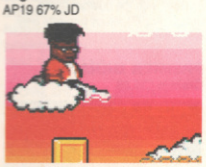


AP27 87% TT
Original. Cute. Addictive. Funny. Infuriating. Enjoyable. And 'brilliant'. These are just some of the adjectives which Tim 'Mr Vocabulary' Tucker used in his review of *The Lost Vikings*. And with good reason – with 37 levels of 3-character action, this is (at last) a platform-puzzler that really does something new for the genre. The controls are a bit odd, and the backgrounds could have been prettier, but generally this is a real platforming 'must-have'. ★★★★★

LOTUS 3
Gremlin £25.99

AP18 74% MS
Crazy Cars 3 creams *Lotus 3* for sheer speed and thrills, and the much-vaunted course designer doesn't give you much opportunity to design. It's no disgrace but the time of *Lotus* has passed. ★★★

McDONALD LAND
Virgin £25.99
AP19 67% JD



Uninspiring 8-bitty NES-y formula platform thing that's not actually terrible or anything like that, just depressingly mediocre. ★★★

MATCH OF THE DAY
Zeppelin £25.99
AP19 51% AP
With a user interface that drives you nuts, *Match* comes in as a very bad management sim. It's too fiddly and lacking in action to match up to *Graeme Taylor's* and is mediocre at best. Everything about it says "Go for one of the other management sims".
★★

MORPH
Millennium £25.99

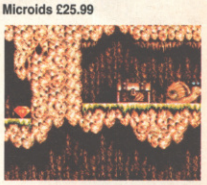
AP27 86% TT
Previously titled *Metamorphosis*, this is a zany platform-puzzler – with a twist. And a turn, and an impromptu lesson in thermodynamics thrown in for good measure. You're a collection of molecules that can change state (into a solid, gas, liquid, or whatever) in order to solve puzzles and then change state again – and so on. Well-designed puzzles and cute graphics make it hugely addictive – and that's what it's all about. Oi.
★★★★

MOTORHEAD
Virgin £15.99

AP21 71% MW
Loads of hacking and slashing as you rock, roll and belch your way around the music biz. It's a horizontally scrolling beat-'em-up, and it's not particularly original, but it has a nice dose of humour and it's a good price. Professional and fun, it's worth a look. ★★★

NICK FALDO'S GOLF
Grandslam £34.99
AP22 88% TT Top 100 No.33
Fast, pretty and enormously satisfying to play, this is still the best golf game for your Amiga, with only *PGA Tour Golf* coming anywhere near it. There's a very accurate golf feel to the game which will please fans of the real thing but not deter others, and Nick himself is on hand to give you handy advice if you need it. If you don't yet have a golf game, get this – you'll love it.
★★★★★

NICKY BOOM
Microids £25.99



AP21 50% GP
A standard scrolling platform game with nothing new to add. Almost suitable for younger players, but the big monsters are too hard, and hardened gamers will be bored.
★★

NIGEL MANSELL'S WORLD CHAMPIONSHIP
Gremlin £29.99

AP21 78% TT
It's a racing game, and no better or worse than many others on the market today. It's fun to play though, and the large number of courses and interesting background graphics should give it a long shelf life. The sound's a little weak, but it's a small complaint for such a good game.
★★★★

NIGEL MANSELL'S WORLD CHAMPIONSHIP (ENHANCED 1200 VERSION)
Gremlin £25.99
AP25 52% SC
Not really very enhanced at all. Still quick to get into though.
★★

NIPPON SAFES
DMI £29.99

AP26 85% TT
Imagine *Monkey Island*, programmed by Italians, set in modern-day Japan, and with a unique 3-way multi-character 'parallaction' system. And without any monkeys or islands in it. Now you're getting close to how much fun this tasty cartoon-style graphic adventure offers – great plot, reasonably tricky puzzles, and quite a few laughs too. The high price and 5-way disk-swapping are the only real problems with it.
★★★★★

NODDY'S PLAYTIME
Jumping Bean Company £24.99
AP21 75% RL
A children's game which parents will also enjoy, it's easy to play and gives lots of learning opportunities. Heavy disk swapping makes it hard for kids to play on their own, but it is professionally done, highly enjoyable and should succeed in appealing to the younger children it's aimed at.
★★★

NO SECOND PRIZE
Thalion £25.99

AP19 84% TN Top 100 No.19
Red Zone the way it should have been done – this is a corking motorbike racer with superfast and supersmooth vector graphics, and a great biking feel to boot.
★★★★

PALADIN 2
Impressions £29.99

AP19 61% LE
A strategy/RPG that's reasonably playable, but when you get into it you inevitably discover it's got no real substance whatsoever. Still, the construction kit extends the life a little beyond this point. ★★★

PINBALL FANTASIES
21st Century Entertainment £29.99

AP19 89% SC Top 100 No.6
More brilliant pinballing action in the follow-up to the legendary *Pinball Dreams*, but it's a little less consistent than its predecessor and, scandalously, £5 more expensive. Still, the best table is astoundingly good, and practically worth the cash by itself. Pretty damn fab all round, but there's still enough room for improvement for someone to write the absolutely definitive Amiga pinball game. ★★★★★

PIRACY
ICE £29.99

AP23 34% TT
Trading game with crap beat-'em-up sections and pseudo-3D maze bits. Rudimentary graphics, not a lot of depth (although at least there's plenty of variety), and generally nothing you'd really want to spend any amount of time playing. ★

PLAN NINE FROM OUTER SPACE
Gremlin £34.99
AP18 36% RL
Reasonably entertaining idea for a game, but the gameplay is disjointed, the music and sound effects are abysmal and it's too short. There are plenty of other things to blow 35 quid on. And just why does a game which includes a 'free' video cost more than Gremlin's standard releases? ★★

POOL
Virgin £25.99

AP19 82% SC Top 100 No.18
The follow-up to *Snooker* but with an improved control system and game engine. It's not all that different, but pool fans are bound to love it. It probably isn't worth buying if you already have *Snooker*, but if you don't then get this instead.
★★★★

POPULOUS 2: THE CHALLENGE GAMES
Electronic Arts £14.99
AP21 49% GP
Even at £15 this is too much to spend on what is basically an extras disk to the original game. 500 new worlds and 42 challenge games, but there's little that you couldn't do yourself with the custom game option. For *Populous* perverts only.
★★

PREMIER MANAGER
Gremlin £25.99

AP22 80% TT
Excellent football management game from Gremlin that's not too complex and is enormously satisfying. Start as the manager of a Conference team and work your way up to the giddy heights of a Premier League club. And all without the threat of a nervous breakdown in the process.
★★★★

PUTTY
System 3 £25.99

AP18 90% MR Top 100 No.28
One of the Amiga's finest and most utterly silly moments yet. The loading can be a bit of a pain but everything else (especially the sound and Uncle Ted) is wonderful. System 3 have pulled out all the stops on this one to give you more laughs for your money than any other game around.
★★★★★

RAGNAROK
Mirage £34.99

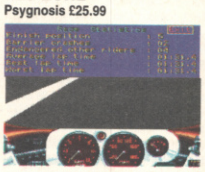
AP23 74% TT
Nice version of an ancient Norse boardgame, slickly presented and engrossing to play, but hampered by one of the most ludicrous price tags we've seen in months. 35 quid for Viking chess? We think not.
★★★

RAMPART
Domark £25.99
AP21 66% SC
Great fun in the two-player mode, but spoiled by sluggish controls. It's overpriced for a conversion that isn't as good as either the original or other format versions.
★★

REACH FOR THE SKIES
Virgin £30.99

AP27 80% DG
Shockingly expensive but surprisingly accessible WW2 flight sim – with the added bonus of a strategy section that's actually worth playing. Top-notch high-speed flying sequences, with not too much realism to get in the way of having fun.
★★★

RED ZONE
Psygnosis £25.99



AP19 54% TN
The control on the bike is abysmal which doesn't help when you're careering round a track at 140mph. The graphics are not as smooth as they could be and, combined with the controls, make this a definite miss.
★★

ROAD RASH
Electronic Arts £25.99

AP19 70% SC
Brilliant conversion of the Mega Drive title, which unfortunately only serves to emphasise the thin-ness of the original game. Good fun, but very simplistic – you'd be a lot better off with *Crazy Cars 3*.
★★★

ROBOCOD ENHANCED 1200 VERSION
Millennium £24.99

AP28 84% TT
Now, depending on who you believe, Robocod is either "THE platform cutie to beat all platform cuties" (Tim Tucker) or just "pretty damn dull" (Stuart Campbell). Either way, only a fool would try to deny that this version has loads more colours, lovelier backgrounds and five bonus levels. By all accounts, £25 well spent if you don't already have the ordinary *Robocod* game, but probably not worth it if you do. Or if you happen to be Stuart Campbell, say. ★★★

ROBOSPORT
Ocean £29.99
AP21 64% RL
Sophisticated strategy/action game of robo-warfare. Plenty of scope for tactics, weaponry and good old blasting, but the disjointed gameplay and dull graphics make it less impressive than the 'thinking man's blaster' it tries to be.
★★

ROME AD 92
Millennium £25.99
AP19 59% LE
It's quite fun at first as the story unfolds and your quests start. The statics are nice and the whole thing seems like a good idea until you've played it for a long time. If only a little more were happening it would be a cracking little adventure.
★★★

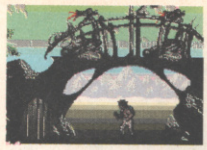
SABRE TEAM
Krisalis £25.99

AP19 68% LE
Suffers dreadfully from a lack of speed. The storyline is sound and everything about the game suggests that it could be really good. If only it wasn't for that damn lack of speed.
★★★

SENSIBLE SOCCER '92/'93 SEASON
Renegade £25.99 stand-alone /£3.95 upgrade

AP21 94% SC Top 100 No.1
The original was voted the best Amiga game ever by you readers, and this is even better. It's more realistic, there are red and yellow cards now, the goalkeepers are better and the teams' skill levels have been tweaked, making the game tougher. Just about the best game in the world for the Amiga, so if you haven't already got it: 1. Why not? and 2. Get this one instead.
★★★★★

SHADOW OF THE BEAST 3
Psygnosis £29.99
AP18 71% SC
A sweet game to play but you're not getting enough for your 30 quid.

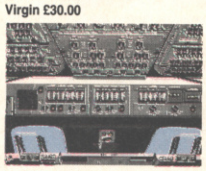


More fun than the other two *Beast* games and there's no free T-shirt (that's a very big plus, by the way). There's just not very much to it. ★★★

SHADOWORLDS
Krisalis £25.99

AP19 85% JD
Enormous fun to play, *Shadoworlds* has all the good elements of an RPG with none of the complexities. The lighting effects create a great atmosphere but sometimes the action gets a little ahead of the control system. Otherwise one hell of a game. ★★★★

SHUTTLE
Virgin £30.00

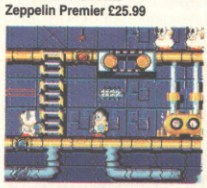


AP19 58% RL
It's taken two years to program, it's packed with detail, it's big and it's dull. It's no fun to play and the presentation is muddled. The constant disk accessing is a pain but fans of the genre will probably like it – but only because there is no other shuttle sim. ★★

SIM CITY DELUXE
Infogrames £29.99

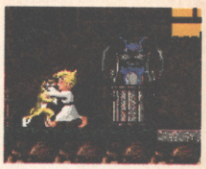
AP25 92% SC Top 100 No.11
The one true god among god sims, now repackaged in this special 'Deluxe' edition, which just means you get the original game plus the *Terrain Editor* and *Architecture 1* add-on disks for your thirty quid. Yes, thirty quid – and that's our main objection. The game's as marvellous as it ever was, but frankly over-priced in this format.
★★★★★

SINK OR SWIM
Zeppelin Premier £25.99



AP26 68% SC
The sea-going platform-puzzling adventures of 'Kevin Codner', in which he rescues 'Dim Passengers'. Film-related puns aside, this is a good 60 levels of better-than-average cutesy antics, handicapped by very unforgiving controls. And at this price point, not a patch on *Lemmings 2*.
★★

SLEEPWALKER
Ocean £25.99



AP23 84% SC Top 100 No.97
Gorgeous *Lemmings*-meets-*Sonic* arcade puzzler, made all the better by being in aid of Comic Relief. Don't buy it for that, though – buy it 'cos it's a corking little game, Ocean's best for ages. We like it.
★★★★

SLEEPWALKER A1200 VERSION
Ocean £25.99 Top 100 No.97

AP24 84% TT
Pretty much exactly the same as the normal version, only with 24 colours used in the game instead of 16. Oh yeah, and there's 256 colours in the opening sequence, apparently. Oooooohh.
★★★★

SPACE CRUSADE: THE VOYAGE BEYOND
Gremlin £24.99 (stand alone) or £14.99 (data disk)
AP23 80% DG Top 100 No.98
Loads more scenarios for *Space Crusade*, very well done without offering anything significantly new. It's a data disk, basically.
★★★★

STREET FIGHTER 2
US Gold £27.99

AP22 74% SC
The coin-op conversion that everyone was waiting for, *SF 2* is the second-best beat-'em-up – after *Body Blows*. The control method works, the graphics are fairly faithful to the arcade version (with a few less colours of course), and there's enough speed to give you a good game. A brilliant two-player game, a little less fun for one. ★★★★

SUPER CAULDRON
Titus £25.99

AP27 26% SC
A major let-down after the earlier *Cauldron* games, and, indeed, some genuinely good stuff from the Titus crew. What's wrong with it? Well, pretty much everything, in fact. You'd have more fun playing with a real cauldron. Of soup. ★

SUPERFROG
Team 17 £26.99
AP26 78% MW
First of a 'new generation' of console-influenced Amiga games, this is a super-smooth, super-fast, super-cute

platformer with no need at all to mention *Sonic The Hedgehog* (I mentioned it once, but I think I got away with it). Thoroughly slick and professional presentation, but, for all that, *Superfrog* lacks just a certain something in terms of charm. Come on, Team 17, we just *know* that you can do better. ★★★

SWORD OF HONOUR
DMI £25.99

AP18 28% LE
You spend longer waiting for the screens to load than you do playing them. Nothing original here, just a poor man's copy of *The Last Ninja*. Very slow and boring. ★

SYNDICATE
Electronic Arts £34.99

AP28 91% (93% on A1200) TT
Four super pals have an exciting time sightseeing in the cities of the future, a golden land of opportunity and adventure. Oh, and I guess I should also mention the cyborgs, the crime syndicates, the horrifying selection of close-quarter firearms and the almost limitless opportunities for ridiculously sadistic violence. Yup, Bullfrog have hit the mark again with an extraordinarily absorbing strategy/god sim/shoot-'em-up, borrowing heavily from everything from Blade Runner (the film) to *3D Ant Attack* (on the Spectrum). And does it work as a coherent whole? You betcha. ★★★★★

TEARAWAY THOMAS
Global Software £25.99
AP22 79% TT Top 100 No.92
A console beater in full glory, this is about the fastest you'll see your Amiga go – and boy is it fast. Good fun too, if in a rather simple platformy way. Take Thomas tearing through the levels to collect gems and jump on bad guys' heads – you know the score. A bit more depth would have made it an Amiga classic, but as it is it's a good romp and lots of fun. ★★★★

TINY SKWEEKS
Loriciel £25.99

AP19 68% RL
Previously previewed as *The Brainies*, this is a sweet little puzzler which'll get your mind turning somersaults, but won't really get you excited enough to want to plough through all 101 levels. One of the better games in the genre, though. ★★★★

TOM LANDRY STRATEGY FOOTBALL
Merit £44.99

AP26 77% TT
Excellent American Football strategy game, second only to the combined strategy/action angle of the mighty *John Madden* (of course). All the facts, figures and stats you could ever need are here, plus some pretty funky animations of players following your plays, and uninhibited advice from Mr Landry himself. Shame there's no league table, but otherwise excellent end-zone entertainment for all you gridiron fans. ★★★★

TRANSARCTICA
Silmarils £29.99

AP23 64% MW
Strategy affair with a great plot, but let down by a lack of gameplay depth and some serious slowness. A bit of a disappointment. Brr chuff. ★★

TRANSARCTICA ENHANCED 1200 VERSION
Silmarils £29.99

AP28 65% MW
What more could we say about this than "it's just like the original *Transarctica*, only slightly faster and with more colours in the (already lovely) illustrations"? Oh, nothing. That's okay then. ★★★

TREASURES OF THE SAVAGE FRONTIER
US Gold/SSI £32.99

AP19 34% LE
An out-of-date RPG when compared to the likes of *EOTB* and *Storm Master*. It's slow with a disgusting amount of disk accessing and no hard drive installation option. It shows how an old formula can go stale when pushed too far, and this has been pushed too far. ★★

TRODDLERS
Storm £25.99

AP18 89% AP
The best elements of some of the best styles of gameplay in history combined in one cute package, and it works. Two styles combine to make a classic game in its own right. It's better than *Lemmings*, allegedly. ★★★★★

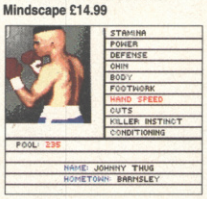
TROLLS
Flair £25.99

AP21 83% MW
If bright, cute and cheerful platform-type games are your thing then this has to be the one for you. Everything about this is so fluffy and nice that you want to hurl, and there really isn't really anything bad to say about it. The only thing that beats it for sheer cuteness value is... ★★★★

TROLLS (ENHANCED 1200 VERSION)
Flair £25.99

AP27 86% TT
What's the cutest thing you can think of? Now DOUBLE IT. Yes, if you thought that the ordinary *Trolls* was just-so-ever-so-sweet-and-lovely-and-nice then – well, you ain't seen nothin' yet. The enhanced A1200 version has positively the most gorgeous parallax-scrolling backgrounds ever seen in an Amiga game, and what's more they don't get in the way of the action or slow things down at all. If you like platformers, then this is what you bought an A1200 for. ★★★★

TV SPORTS: BOXING
Mindscape £14.99



AP19 56% AP
Well, it's the best job anyone's made of a boxing game so far. Sadly, it's still a boxing game, and it leaves a fair bit to be desired in the lasting-appeal department. ★★

VEKTOR STORM
Inova Games £29.99

AP23 60% TT
Scruffy-looking version of beautiful arcade game *Tempest*, prone to speed-up and slow-down and sticky control. *Tempest* was gorgeous, but this is mediocre, and 30 quid to boot. What a shame. ★★

WALKER
Psygnosis £29.99

AP24 85% MW Top 100 No.58
Strut around in a huge metallic blue chicken and kill everything that moves in this needlessly gratuitously violent game. Mowing down masses of attacking troops from the comfort of your bedroom never seemed like such a great idea in this graphically wonderful (but somewhat repetitive) blaster. ★★★★

WAR IN THE GULF
Empire £29.99

AP28 85% MW
Yup, it's those tank-driving tearaways from *Team Yankee* and *Pacific Islands* again, this time taking their very own brand of armour-plated justice to a future war in the lucratively oil-producing Persian Gulf. There's a marvellous overhead-map-view strategy aspect, a 3D looking-out-the-turret shoot-'em-up view, and simply loads of tank warfare features to keep you thoroughly entertained – well at least until they get around to televising the next episode of the real thing. ★★★★

WAXWORKS
Accolade £34.99

AP22 70% JD
A horror game that fails to really frighten but does offer some good entertainment with macabre twists. There're maybe a bit too many mazes for its own good, but there are also some puzzles and some fighting to be done. Worth a look for horror fans. ★★★

WEEN
Coktel Vision £29.99
AP19 81% LE
A bit on the overpriced side, and a bit titchy, but a nifty little puzzle-based adventure thing all the same. A brilliant control interface too, but the game needs a little more to it to qualify for classic status. ★★★★

WHALE'S VOYAGE
Flair £29.99

AP27 59% MW
Hugely sophisticated RPG/adventure, sometimes similar to the *Eye Of The Beholder/Dungeon Master* school, but set in a spacey sci-fi scenario. Nicely put together (despite being frustratingly hard to get started with), but somehow lacking in sparkle. ★★

WING COMMANDER
Mindscape £34.99

AP21 55% MR
Everything that was on the original PC version is replicated here, which means that the standard Amiga is so bogged down with data that it runs hopelessly slow, far too slow to make it playable. On the A1200 though, the 3D sequences run fast and smooth, making this the benchmark game for future A1200 shoot-'em-ups. ★★★★ (for the... A1200)

WIZKID
Ocean £25.99

AP15 91% MR Top 100 No.15
A refreshing game that mixes psychedelic arcade adventure, football, and bad jokes with arcade games like *Breakout* and *Pengo*. With its perfect control system it's as much fun to play as it obviously was to write. The best game ever (beginning with the letter W at least). If you don't buy *Wizkid*, your life really will be a lot poorer. ★★★★★

WOODY'S WORLD
Vision £25.99

AP26 70% JD
'Traditional' platformer bearing a more-than-passing resemblance to *Super Mario Brothers*. There's plenty of running, jumping, and banging stuff with your head, but nothing to lift it above the crowd. Unless you happen to be *really* into running, jumping and banging stuff with your head, that is. ★★★

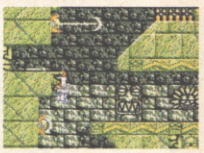
WORLDS OF LEGEND
Mindscape £25.99

AP26 81% MW
Well, *Legend* was, er, legendary ("an RPG that's got everyone in the AP office playing it") – and this is more of the same. Specifically, it's exactly the same game engine, only this time with a different adventure – one with a distinctly oriental flavour. The game's as absorbing as it ever was (which is 'very absorbing', if you must know), which, ironically enough, means that you're better off buying the original *Legend* (now out on budget, economy fans) unless you've already played the first one to death and want more like it. ★★★★

WWF EUROPEAN RAMPAGE
Ocean £25.99

AP22 18% JD
Minimal control system, inferior graphics and practically non-existent gameplay. Quite simply a completely crap beat-'em-up that vies for your dosh by cashing in on WWF mania. (What we're basically trying to say here is "Don't buy it".) ★

YO! JOE!
Hudson Soft £26.99



AP28 91% SC
Gorgeously extensive platformer, featuring the wide-ranging adventures of the eponymous Joe and his friend Nat. Just like Hudson Soft's previous high quality output, the whole thing's characterised by an astonishing attention to detail, with beautifully-designed levels, excellent effects, loads of excellent weapons (including a chainsaw and chuckable Molotov cocktails) *plus* a simultaneous two-player mode – it's not perfect, but it's nice to see people trying. Attention to detail, see? That's the key to a good game. Yes. ★★★★★

ZOOL
Gremlin £25.99

AP18 90% LE Top 100 No.71
Heralded as a *Sonic*-beater, but let's face it, it isn't. Still, it IS one of the Amiga's finest and zappiest platformers, and a good attempt at beating the consoles at their own game. You should, though, check... ★★★★

ZOOL ENHANCED A1200 VERSION
Gremlin £25.99

AP24 78% TT Top 100 No.71
...this. Colourful parallax scrolling backgrounds make the whole game a lot prettier, but also clutter it up to an extent that they hide on-screen baddies. Not so much enhanced as tarted up, and you could well find that you prefer the original. Still, some opinion in the office DOES hold that this is a big improvement on the original, so at least try to have a look at it if you've got a 1200. ★★★★

ZYCONIX
Accolade £24.99

AP19 63% LE
Decent mix of several puzzle-game standards *(Tetris, Columns, Klax,* you know the score), which doesn't really have enough character of its own to stand out from the crowd. All right, but unremarkable. ★★★

AMIGA POWER BACK ISSUES

1 May 1991
Reviewed: *Eye Of The Beholder, Cybercon 3, Gods.* **On the disk:** *Bombuzal.**

2 June 1991
Reviewed: *Megatraveller* and *Monkey Island!* **On the disk:** *Kid Gloves* – the complete game!

3 July 1991
Reviewed: *F-15 Strike Eagle 2, Deuteros* and *Toki.* **On the disk:** *Exile, Prehistorik* and great PD!*

4 August 1991
Reviewed: *Jimmy White's Snooker* – and more! **On the disk:** *Beast Busters, The Executioner* and PD!*

5 September 1991
Lemmings preview. *Mega lo Mania* reviewed. **On the disk:** *Barbarian 2,* plus five great PD games!*

6 October 1991
Reviewed: *Midwinter 2, Magic Pockets, Rodland.* **On the disk:** *Rolling Ronny, Captain Planet.**

7 November 1991
Reviewed: *F1 Grand Prix, Blues Brothers, Lotus 2, Robocod.* **On the disk:** *Leander, Video Kid.**

8 December 1991
Reviewed: *Populous 2, First Samurai, Knights Of The Sky.* **On the disk:** *Cisco Heat, Elvira Arcade.**

9 January 1992
Reviewed: *Smash TV, Birds Of Prey* and more! **Double disk:** *Knights Of The Sky, Puggles.*

10 February 1992
Reviewed: *RoboCop 3, Another World, Leander* and more! **On the disk:** *Mr Wobbly Leg* PD etc.

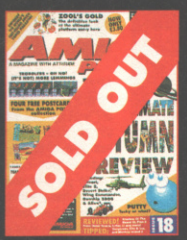
12 April 1992
Reviewed: *Parasol Stars, Titus The Fox, Vroom.* **Double disk:** *Titus The Fox, Project X, Rome.*

13 May 1992
Reviewed: *Apidya, Project X.* **Double disk:** *Sensible Soccer, Wizkid, Campaign, Pinball Dreams.*

14 June 1992
Reviewed: *Eye Of The Beholder 2, Fire & Ice, Pushover.* **Double disk:** *Legend, Aqua Ventura.*

15 July 1992
Reviewed: *Wizkid, Sensible Soccer, Monkey Island 2.* **Double disk:** *Galactic, Amega Race.*

16 August 1992
Reviewed: *Crazy Cars 3, Links, Civilization, Dojo Dan.* **Double Disk:** *D/Generation, Troddlers.*



18 October 1992
Reviewed: *Zool, Putty, Lotus 3, Troddlers, Beast 3.* **On the disk:** *Lotus 3* and *Tearaway Thomas.*

19 November 1992
Reviewed: *Assassin, Doodlebug, Rome AD92.* **On the disk:** *Doodlebug, Metamorphosis.*

20 December 1992
Reviewed: *BC Kid, Pinball Fantasies.* **On the disk:** *Bill's Tomato Game, Fire & Ice, Lethal Weapon.*

21 January 1993
Reviewed: *Indiana Jones, Wing Commander, Nigel Mansell, KGB.* **On the disk:** *Sensi Soccer, Trolls.*

22 February 1993
Reviewed: *Street Fighter 2, Chaos Engine, Alien^3, Lionheart.* **On the disk:** *Alien^3, Arabian Nights.*

23 March 1993
Reviewed: *Legends of Valour, Combat Air Patrol, Sleepwalker.* **On the disk:** *Body Blows, Sleepwalker.*

24 April 1993
Reviewed: *Lemmings 2, Chuck Rock 2, Walker.* **On the disk:** *FA Premier League Football, Dong.*

25 May 1993
Reviewed: *Desert Strike, Flashback* and *Arabian Nights.* **On the disk:** *Beavers* and *Entity.*

26 June 1993
Reviewed: *Goal!, Worlds Of Legend, Superfrog.* **On the disk:** *Graham Gooch Cricket, Defender.*

27 July 1993
Reviewed: *Morph, Lost Vikings, Battle Isle '93, Super Cauldron.* **On the disk:** *Yo! Joe!* and fab PD.

28 August 1993
Reviewed: *Syndicate, Yo! Joe!, Gunship 2000, Dune 2, Global Gladiators.* **On the disk:** *Stardust, Pong.*

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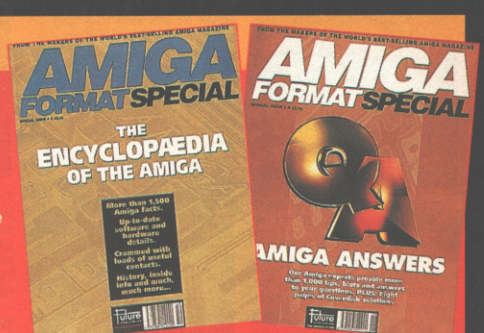

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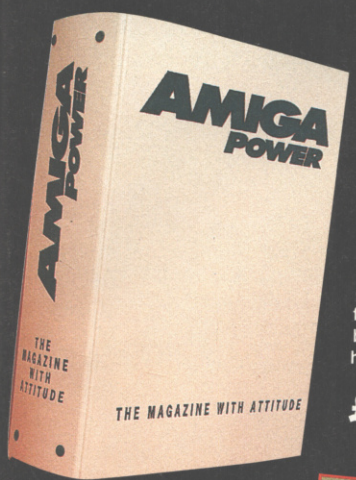

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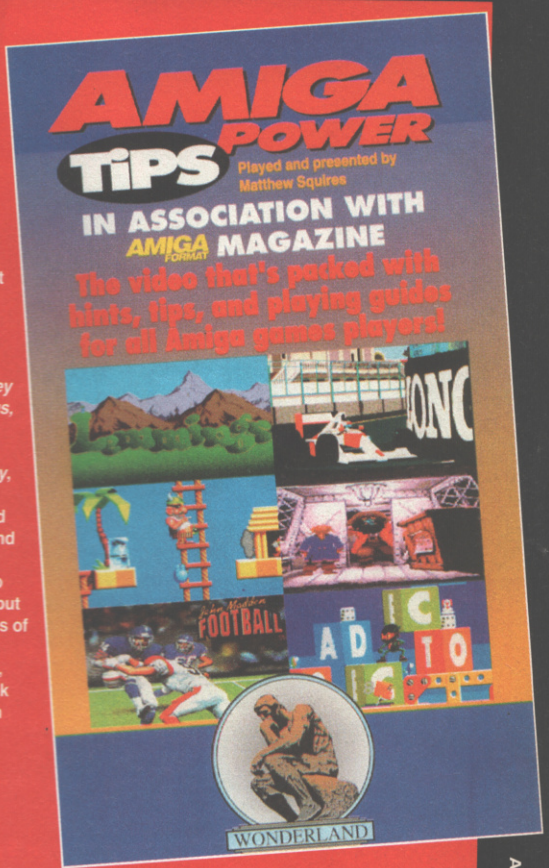

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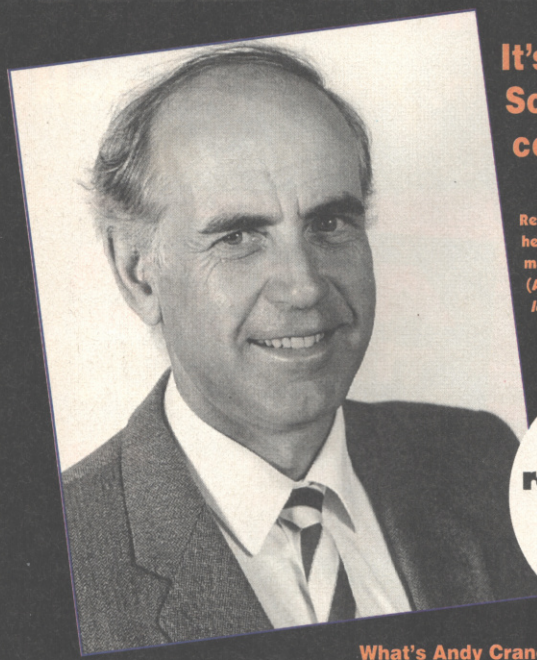
THE RIGHT PROFILE



It's the man from ELSPA – the European Leisure Software Publishers' Association. And not to be confused with RoSPA, aka 'The Tufty Club'.

Relax girls – he's not married. (And he's *loaded!*)

"I own and regularly ride my own horse"

What do you believe in?
Nature and my sixth sense.

What was the first thing you said today?
"For Christ's sake, get off my bed!"

Who's your favourite historical figure?
Captain Oates.

What's your Number One object of desire?
My secretary, and to own a good racehorse.

What have you got in your pockets?
A notice saying 'Please give generously', used at industry functions.

What's Andy Crane really like?
"Ever such a nice young man."

If you could be in a computer game, which one would it be?
PGA Tour Golf.

Is there anything or anyone you'd kill for?
My son – for defence, of course.

Would you vote for the Maastricht treaty?
No.

What's your favourite Bruce Springsteen song?
Is he a singer?

Are video games killing pop music?
Pop music is killing pop music.

What's your favourite planet in the Solar System (except for Mars)?
Future Publishing. Or Earth.

Have you ever taped a record off the radio, or videoed something off the TV and showed it to more than two people without written permission?
No – so there!

What single question do you most want to know the answer to?
Will Nintendo join ELSPA?

What's the nicest thing anyone's ever said to you?
"Hello young man."

Who would play you in a film of your life?
Desert Orchid, or Errol Flynn.

What one thing do you think would most improve the software industry?
The elimination of mass theft of legitimate software.

What would you like your epitaph to be?
Wherever he went, he left some happy smiles.

CURRICULUM VITAE

Name: Roger Bennett
Born: A long time ago, in the days of 78 rpm records, rationing and crystal sets. *(A kind of radio. – Ed)*
Origin: Hanley Castle, Nr Upton-On-Severn, Worcs.
Marital status: Twice divorced, one son (Edward, 14), whom I have custody of.

Education:
Local primary to 11, neighbouring farmer's daughter then boarding school in Malvern to 14, then Kimbolton School, Cambs to 'O' Levels.

Employment history:
Trainee and latterly Manager of a wine shop in London, until I became totally famous as 'Brian Bennett' the disc jockey, on the London mobile disco circuit in the '60s while a partner in a highly successful entertainment agency.

Joined Thomson newspapers in Sales in 1972, moved to the Birmingham Post And Mail from 1974 to 1984 as Ad Manager.

Sold the idea of a new weekly horse magazine to BET Group and set it up in 1985, originally titled 'The Horse Weekly'. Closed down three months later – the backers pulled the plug due to major losses elsewhere. A big disappointment, as it was going so well – the b... *(Snip! – Ed)*

Visited Newsfield Publications, the most successful games magazine publishers in the UK at the time, and joined as Advertisement Director on Crash and Zzap! 64, the envy of all other computer mag publishers, in January 1986. Style subsequently copied by most others, and provided the training ground for many successful journalists and other staff. For example, Chris Anderson, the Managing Director and founder of Future Publishing, was Editor of Zzap! 64 at the time.

Organised the first ever Computer Games Industry Conference in 1987, where ELSPA was conceived. I was appointed General Secretary of ELSPA in April 1990, when it had 23 members.

July 1993 (Now): There are 57 members of ELSPA. I'm asked to submit CV to AMIGA POWER. Perhaps they're considering offering me a job?

Hobbies and interests:
Equestrian activities. I own and regularly ride my own horse competitively and for leisure.

Ambitions:
Not to become a parent again, to own a famous racehorse, to join Evesham fishing club, not to have to do any more cooking and ironing, and for the Computer and Video Games Industry to become the biggest entertainment industry in the world, with some small contribution from myself in the process.

Accomplishments:
67 not out for under-14s 1st XI. Not much after that apart from a small handful of 'O' Levels.

First love:
Marianne Kallin, from Umea, Sweden. Blonde and beautiful – oh happy days.

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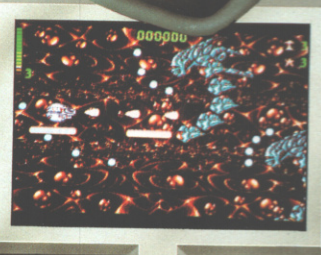
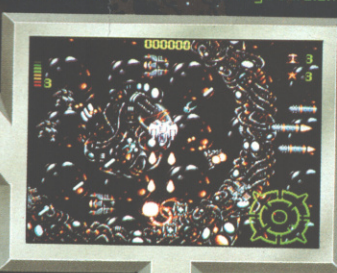
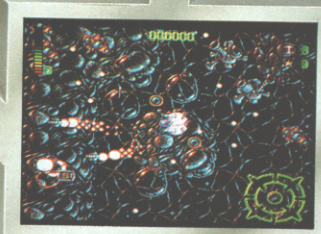
Screen shots taken from the Amiga version







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NEXT MONTH!

You see? You see what happens when we try to predict what's going to be in the next issue? Last month, all cocksure and confident, we blithely stated that we'd have a wacky 'How We Review A Game' feature in this very issue. And we didn't! It all went horribly wrong! But never let it be said that we're a magazine that doesn't learn from its mistakes. Next month, we MIGHT well have several very interesting things, but we're saying nothing. You'll find out on September 9, same as us.

Hired Guns – any bets on next month, anyone?

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